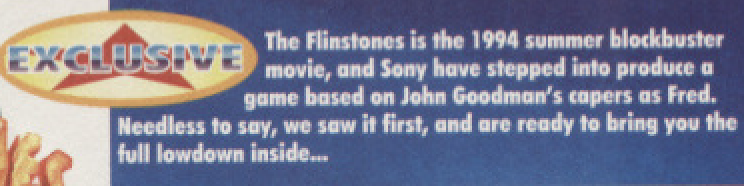

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COVER STORY 16



The Flinstones is the 1994 summer blockbuster movie, and Sony have stepped into produce a game based on John Goodman's capers as Fred. Needless to say, we saw it first, and are ready to bring you the full lowdown inside...



PREVIEWS

REGULARS

REVIEWS

MEGADRIVE

NTENTS

SUPER STREET FIGHTER IS HERE!

YOU'VE MET THE 'DIRTY DOZEN', NOW GET TO GRIPS WITH THE 'AWESOME FOURSOME.

FEATURES





MEGA-CD



WHODUNNIT

EDITOR
STEVE 'MK' MERRETT
ASSOCIATE EDITOR
LUCY 'Brush' HICKMAN
ART EDITOR
OSMOND 'Chilli' BROWNE
PRODUCTION EDITOR
GUS 'Beardy' SWAN
DEPUTY ART EDITOR
CLAIRE 'sweet thang' COULTHARD
STAFF WRITER
PAUL 'super-smashing' BUFTON
GROUP AD MANAGER
MELANIE 'Herbal Hill' ROBERTS
DEPUTY AD MANAGER
SEAN 'less new' NORMOYLE
PRODUCT MANAGER
NICHOLA 'memos' BENTLEY
PRODUCTION ASSISTANT
VICKY 'holibags' JACOBS
PUBLISHER
MARC 'melanoma' SWALLOW
SPECIAL THANKS TO: Dominik Diamond for such a witty reply in CTW...

EDITORIAL PIER: Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.
PHONE: 071 972 6700
FAX: 071 972 6701
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GREAT UNANSWERED QUESTIONS OF OUR TIME: Nos 8 and 9. Oh, and 10.
8. What are free radicals? 9. Who picked the refs for the World Cup? 10. Does he really wear a jacket with his face painted on the back? Egotistical sod...

DINGBATS MESSAGE



STEVE

It has been a particularly stressful issue this month, but I won't begin to bore you with the details — let's just say pulling off every one of Mortal Kombat II's Fatality, Babality and friendship moves for your delectation caused more than a few grey hairs! Still, the efforts have been worth it, and this month our unrivalled Mortal Kombat II coverage reaches the review stage and receives the full MEAN MACHINES treatment within our collectable 16-page pull-out. Also in this issue is Super Street Fighter, and fans of Cammy and co. should be more than chuffed with our 6-page review. Finally, the first thing to hit you will be an extensive CES report, indicating what's to appear in the future — and some of the new 32-bit stuff is nothing short of stunning. But more of that next issue. See you then, me ol' muckers...
STEVE

NEWSFLASH: CHOCOLATE FELONY!

Readers following 'Claire's chocolate valley', where we stick her confectionery consumption on our wall, will be dismayed to hear that she is not playing fair. There have been numerous flagrant eatings of bars while disposing of the wrapper evidence. Action will be taken against these outrages!

BRIGHTON ROCK!

Update on our sojourn to Brighton last month. As you remember, we promised to be on the Brighton Pier on a hot July Saturday, offering Konami goodies to anyone bold enough to demand them — and you did! Gus was accosted by numerous hopefuls brandishing copies of the mag (despite him having grown a cunning 'beard of disguise' and eating donuts all the time). The result? Five happy gamesters, and the pics to prove it. But stem those tears, as MEAN MACHINES will be riding out again — to Blackpool this time. Both Steve and Gus will be on the pier on August the 13th (a Saturday), armed with more games and goodies. The same rules apply: accost us whilst holding a copy of the mag, and walk away with a Sony freebie. See you then...



▲ *"Your name's Gus Swan and I claim my copy of Castlevania..."*

▲ *A not at all staged photo taken deep in Brighton. Last month somewhen.*

GOURMET DELIGHT

People often ask us where we go to eat (well they don't, but they could). So here's a quick guide to the MEAN MACHINES Good Grub awards.



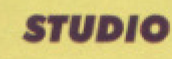
ZAK'S

World renowned chicken/tuna pasta (and two slices crusty, please!) and the biggest range of all-day breakfasts outside, er, BreakfastWorld. Cosy table-sharing arrangements. Sadly, Zak sulks a bit if you don't go there every day..



REGIS SANDWICH BAR

Exceptional performance in the realm of white bread sandwiches. Halves or quarters at your discretion. Close to the tube for your convenience.



STUDIO

Life-saving breakfast services in masterful Marmite-on-toast excellence. Italian flair when it comes to lunchtime pasta. Place for coffee meetings.

THE VINYL INSULT (PT3)

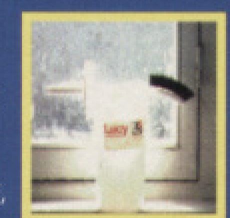
CDs seem to have become a bit of a thang in Editorial. So far we've had Dennis Seaton (ex-Musical Youth) and Indian crooner John Trudell. Now Earache records present 'Ultraviolence' and their debut 'Life of Destructor'. And boy, is it bad. Apparently inspired by video games it has charming track titles like 'Digital Killing', 'Death Of A Child', 'Hiroshima' and er, 'Joan'. Each is a selection of rattling noises, wailing and banging. Sounds like the council digging up the road outside your house. Nil Point.

THE KIDS FROM FAME

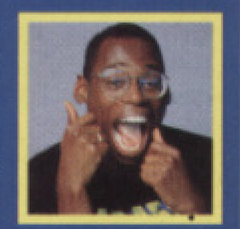
The Kids muse on things they would like to have invented, and how the world would have been very different if they had...



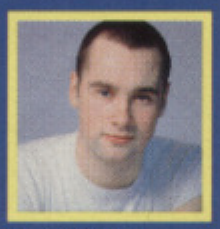
STEVE MERRETT
Humble as our Editor is, his contribution to civilisation would have been modest. "I would have invented the little plastic bits on the end of your laces that stop them fraying," enthuses Steve. "Aren't they just the best? Think of the amount of laces we would go through without them. And I'd also add a magnet, so you wouldn't even need to tie them. And I'd invent the velcro shirt, too, with arms that come off easily for hot summer weather."
CHOICE GAMES:MKII, Virtua Fighter



LUCY HICKMAN
Lucy is unique amongst the team by thinking of an invention yet to be invented. "I think it's possible to make a personal flying suit using helium. I dream about it quite a lot, actually. It would have to be tight black rubber, probably, to be airtight(?)." Lucy's boyf, Chris, came up with those keyrings-with-combat-sounds idea years before it became reality. "Ours would be special, with REAL weapons attached: real bazookas, real machine guns and a throat-slashing noise with real serrated-edge hunting knife included.
CHOICE GAMES:MKII, Micro Machines 2, Dune II



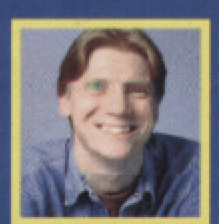
OZ BROWNE
The confident figure of Oz Browne selects the Space Shuttle as his chosen invention — only the most complex device in the history of human engineering! Oz has noticed a crucial weakness in the current design. "Don't you always notice how the tiles keep falling off? It's obvious that the grout isn't strong enough, or they're getting some cowboy in to stick them on. I'd actually use some wipe-clean heat-resistant Novymura papering instead and avoid all that nonsense".
CHOICE GAMES:MK II



ANGUS SWAN
"I have a great admiration for the inventor of the flush toilet, Thomas Crapper (it's true!)," says Gus. "But I think I could improve on his invention by making those push-button ones easier to use, because let's face it, they ain't gonna flush on the first attempt, and you get besieged in the toilet with embarrassment. I'd also invent the sound-sensitive loo, which responds to a handclap — like those alarm clocks".
CHOICE GAMES:Shining Force II, X-men GG, Super SFII



CLAIRE COULTHARD
"I wish," says Claire with a wistful look on her face, "that I had been the first to discover chocolate. I would have been Coulthard the Adventurer, bringing Lo bars and oven chips with a Southern style coating back from the New World. I would then go on to invent the calorie-free Mars bar, which would also have a button on the wrapper to make it invisible to workmates".
CHOICE GAMES:Shining Force II, Rebel Assault



PAUL BUFTON
The camcorder is the modern miracle for Paul would like to have been responsible. "I would have made them shaped like a packet of Smarties. Cunningly, even the lens cover would have a letter of the alphabet on the other side, to convince people it really was the crunch-esque chocolate pills. I would also remove the red light that tells people you are filming, and I would lie in wait to film for the Sun and News of.... (enough already!)
CHOICE GAMES:MK II



SUMMER CES

Hello! Richard Leadbetter here. You might remember me, I used to be editor of this fine Sega-related tome until I moved onto the equally decent SEGA MAGAZINE. Still, enough of this banter — you want to know about the latest CES Show; what was good, what was bad and all of that. You want the hottest news from Chicago.

First of all, pained though I am to say it, Nintendo practically owned the show for two reasons. 1. Sega didn't have a stand as such (a small room in the basement was all we got!) and since just about every third party was in Nintendo's enclosure, they weren't allowed to show Sega gear. 2. Nintendo's Super NES Donkey Kong Country game is basically brilliant and was definitely the best game at the show, period. Still, there was plenty for Sega owners to get excited about, including the first public showing of the 32-bit Megadrive upgrade, now known officially as the Megadrive 32X.
Sounds interesting? Read on...

MEGADRIVE 32X: FIRST SHOTS!

A pretty enormous Megadrive 32X development kit was in evidence at the CES Show. Imagine a tower PC, widen it about three times its length, put a little Sega sticker on the front and that's what it looks like. So what have coders managed to put together so far on this system? Well, you've probably looked at the pictures already. Now don your sturdiest incontinence underwear and read this earth-shattering text. What's more we have even more lined up for the next issue...

GOLF'S GREATEST 36 HOLES



Julian Rignall (another ex-editor of MEAN MACHINES) was telling me how great this game is supposed to be, and once I got hold of this picture, my breath was well and truly taken away. Since golf is a pretty static game, the full graphical might of the 32X can be used to create visuals just like this. We're really looking forward to this one...

STAR WARS ARCADE

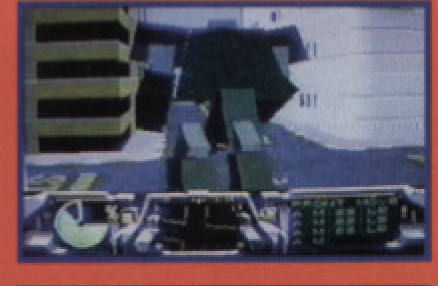
Some early development shots. This is already looking good, but according to our source at Sega of America, there will be more colours, more polygons and a greater turn of speed. How? Apparently up to a few weeks ago, developers only had kits with one of the SH2 chips installed. Now they can really get to work... Still, what was on show was pretty impressive already.





METAL HEAD

A texture-mapped game of incredible proportions, this game is less than five percent complete. It's just a rolling demo at the moment. Expect to see more variety in the landscape along with texture-mapped robots (the one you're seeing there is a very basic mock-up). Again, this demo was constructed around just one of the two SH2s, which explains the game's current basic look.





SHADOW OF ATLANTIS

Shadow of Atlantis shows off the potential of the 32X for some incredible FMV action, when combined with the Mega-CD. One to look out for, methinks... Having seen it in action, it reminds me of SeaQuest DSV. We'll have some more coverage soon.

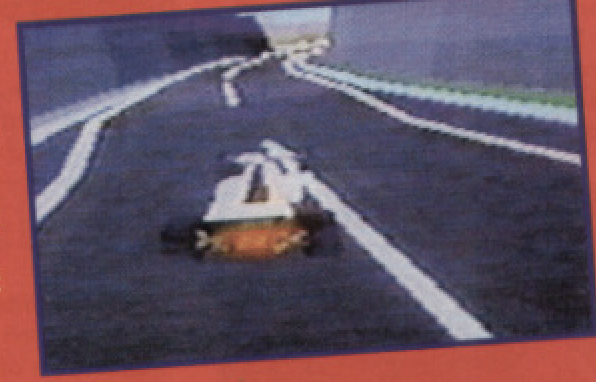


What on earth is this? Don't ask me, I ain't got a clue...

'94: FULL REPORT

VIRTUA RACING DELUXE

Again, a very early demo. Original coin-op coders AM2 are once again handling the development chores, having already programmed the incredible SVP game. At the moment, the game looks quite similar to the SVP version, but with a higher frame rate (ie. it's a lot smoother) and loads more colour. The team are currently adding a lot more detail to each track — expect the finished version to be





DOOM

Despite some rumours saying that 32X Doom has been scrapped, Sega of America did their best to scotch this unsubstantiated slander at the CES. This is their vision of 32X Doom. At the moment, the actual game is under wraps. Expect less levels than the PC version, but smoother in-game action. Apparently this should be out by November. Perhaps someone should tell the programmers as according to Emails they've posted on the Internet, they haven't started it yet... jeepers. A bit frightening when you consider that it's coming out in November!



ECCO TOO?



Nope! However, Sega of America put together this demo showing the full-motion prowess of 32X, redigitising the intro from Ecco CD. Looks pretty good eh? Gone are the days of grainy Mega-CD full-motion video. This demonstration was more than a match for the digitised full-motion Jaws and Star Wars demos running on the Atari Jaguar stand.

ACCLAIM ANNOUNCE 32X PRODUCTS

We've already revealed that Acclaim are intending to bring Mortal Kombat II to the 32X, but we have also found about another few titles in development. First up, there's Alien Trilogy — a game based on the "monster" series of films. Also, you can expect to see a specially extended version of NBA Jam coming your way. Another title due to appear (which hasn't been officially confirmed yet) is Batman Forever. This game is appearing first in the arcades, using Sega's arcade Titan technology. Converting to 32X from Titan shouldn't pose that much of a problem.

OTHER 32X TITLES UNDERWAY

I've promised Sega not to give away too much here, but being the rebellious chap I most certainly am, here's a sneak preview of other 32X games coming your way.

SUPER MOTOCROSS
More polygon action with 15 tracks and three different classes of bike. A 16MEG cart, if you're interested.

TEMPO
A musical grasshopper? That's the intriguing idea behind Tempo. The new 32X sound chip pumps out top-notch CD-quality audio in this cutesy platformer.

SUPER SPACE HARRIER
Speaks for itself really. An enhanced version of the original coin-op using the 32X's super sprite scaling facilities.

STELLAR ASSAULT
No details released at all about this one so far. Although the demo I've seen of a Frontier: Elite II lookalike running on 32X could be this game. We'll check it out.

SUPER AFTERBURNER
See Super Space Harrier.

CYBER BRAWL
Virtua Fighter ISN'T (repeat, **ISN'T**) coming to 32X, despite rumours from Sega to the contrary. Instead, we're getting a similar-looking game based around robots.

COLLEGE BASKETBALL
Nope. Haven't heard anything about this one, save the name. At least you know what type of game it's going to be.

MIDNIGHT RAIDERS
Imagine Tomcat Alley with helicopters and you're getting close to what this CD-specific 32X title is all about.

SURGICAL STRIKE
It's a another 32X CD title, but other than that little is known.

WIREHEAD
See Surgical Strike.

FAHRENHEIT
Considering that this is the first 32X CD title to be released, it's surprising how little has been seen on this one (ie nothing). If Tomcat Alley was basically Top Gun, Fahrenheit is the Backdraft equivalent.



BEST GAME OF THE SHOW?

Choosing which Megadrive game was the best at the CES show is a bit of a tall order. Perhaps because the amount of decent 16-bit Sega games on display could be counted using the fingers of just one hand.

The best game was from the same people who developed Sub-Terrania — German coders Zyrinx. Hard Wired is the name of their new epic, although it was also known as Commando Raid at the show for some strange reason not fully understood by scientists... or journos for that matter.

The game features incredible presentation (FMV in a cart? Yes!) and is basically split into two sections. The first is an overhead helicopter bit which (another first here) features polygon graphics and texture mapping! This is used to depict the very realistic landscape (and no SVP chip either). The second section is a Gauntlet-style bit with incredible perspectives and calculated shadows. It looks as good as it plays and is basically ace.



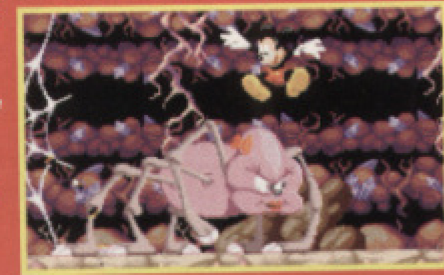
No news on any official UK release yet, but it's inevitably going to appear when we're dealing with a game of this quality.

SEGA INVEST IN ROCKET SCIENCE

From that headline, you'd think that Sega have set themselves up in competition with NASA. Which they haven't. What they have done though is to invest heavily in a talented team of individuals who are pushing back the boundaries of graphics: "bringing Hollywood and Silicon Valley closer". They're promising to bring a new generation of games to Mega-CD. Check out those graphics. Should be something special, especially if 32X CD versions appear, which is a strong possibility. As well as Mega-CD versions, Sega are also going to distribute the PC CD-ROM versions of these games in an all-new venture. Crikey. You just can't stop those Sega people can you?

BEST GAME OF THE SHOW, PART TWO

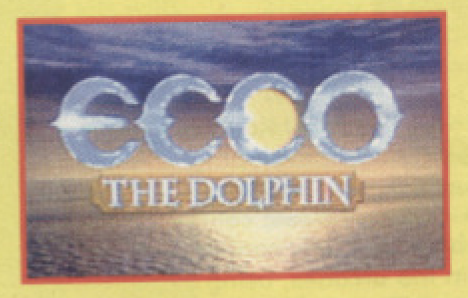
A special mention must go to Sony's Mickey Mania, previously known as Mickey's 65th Birthday. You want some of the best 16-bit graphics ever? You want decent platforming action? This has got it and then some.

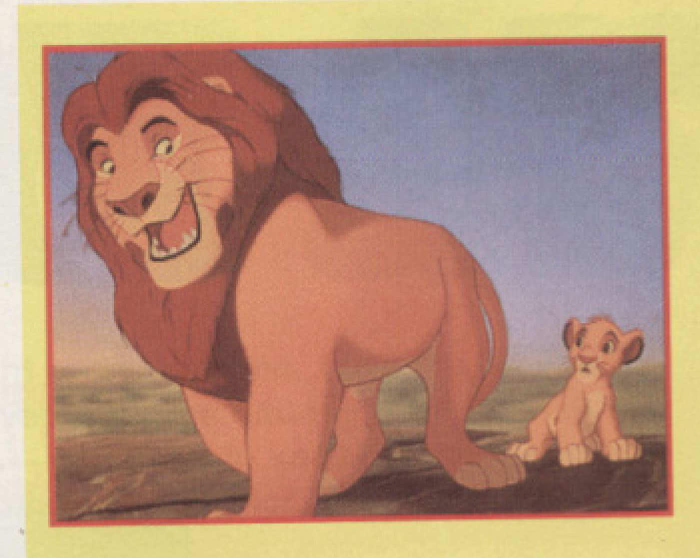


Sony have made us swear a vow of secrecy on this game for the time being, but we'll have more soon.

ECCO IN CES DEBUT

Ecco II debuted at the CES, raising more than a few eyebrows with its smart graphics, super-smooth gameplay and suchlike. Basically, the alien Vortex from the first game has made it to Earth and is again intent on domination of the cosmos. Enter Ecco, who must track down the Vortex and destroy it for good. Helping him out is his new mystical morphing ability, which enables him to change into other creatures, including a gull, which allows him to fly about!





VIRGIN'S LION KING LOOKS GREAT

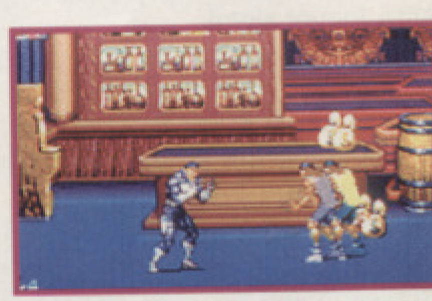
Another contender for Game of the Show, although not too much was shown of the game, was the Megadrive version of The Lion King. Westwood Studios (of Dune II fame) are performing the coding chores, and let's just say that this game is looking extremely hot. There's some stunning animation and gorgeous graphics with loads of variety in the game, too. There's a 3D buffalo stampede section that looks especially brilliant. Examine these screenshots and rest assured, for we'll have more soon. Sega are certainly impressed by The Lion King, as they're producing a Megadrive pack at Christmas bundled with the game. Huzzah!



CAPCOM HAVE A PUNISHING SCHEDULE

Located within the Nintendo enclosure, Capcom were unable to show any Megadrive games at all. However, we did "get wind" of a couple of very exciting projects.

One that you may have heard of in our Gossip Column is MegaMan: The Wily Years — a compilation of the first three NES MegaMan games. That should be a brilliant game.



Next up is a conversion of an aging Capcom coin-op — The Punisher. It's sideways scrolling Final Fight action for one or two players, featuring both the Punisher (obviously) along with fellow Marvel hero, Nick Fury. Here's a pic of the game in action. Are we nice to you or what?

SAMURAI SHODOWN FOR MEGADRIVE!

Although it hasn't been officially announced yet, it seems almost certain that Samurai Shodown is heading for the Megadrive and Game Gear. A Mega-CD version, being released by Sony, has already been announced. This brilliant one-on-one beat 'em up, originally released on Neo Geo, gave a new lease of life to the tired Streetfighter II genre with many new features, including weapons for a lot of the characters! Expect to see a near perfect conversion for the Megadrive, minus the sprite scaling.



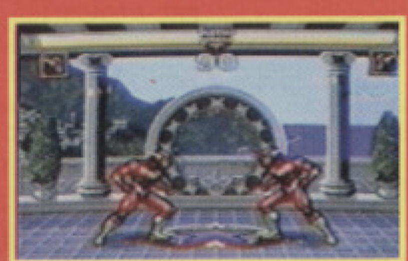
SUPER STREETFIGHTER IN GAME GEAR SHOCKER!

Yes, you did read that headline correctly. Capcom have dropped strong hints about producing a version of Super Street Fighter II for the Game Gear. No release dates or cart size specs have been announced as of yet, but we'll keep you posted.



JUSTICE IS SERVED

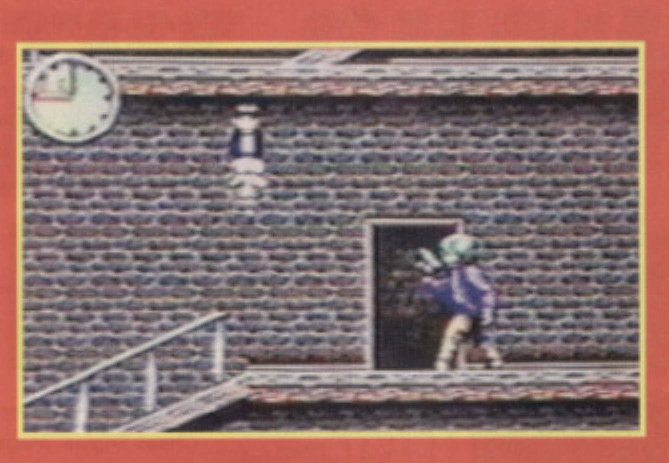
The Justice League is DC Comics' big name superhero team-up comic book, where the likes of Superman and Batman meet up to battle the forces of darkness.



Sunsoft have licensed the comic series and have produced a Street Fighter II clone incorporating many of DC's big names. Included in the game are Superman, Wonder Woman, The Flash, Green Arrow and Batman. Oddly enough, the heroes must fight each other until only one is standing. Only then may they do battle with the mysterious evil-doer behind it all. We can't say we've ever heard of a plotline quite as bizarre as that one! Having played the game, we came to the conclusion that it's okay, but nothing to worry Super Street Fighter or Mortal II.

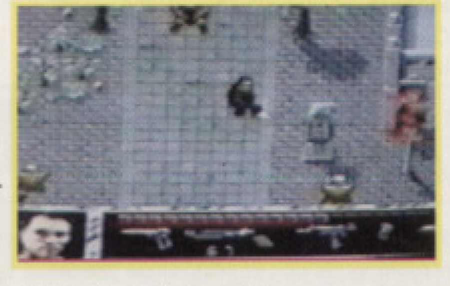
MASK-A-TRON

One of the most stunning looking movies ever, The Mask, has now opened in America to rave reviews. The story concerns a loser in life who finds a strange mask that enables him to morph himself into an infinite number of different cartoon creations.
The movie looks terrific and THQ have the license to produce the Megadrive version. And guess what they've done? Yup, you guessed it, yet another dull platform game. We can't express how disappointed we were when we played The Mask.



TRUE LIES ON MEGADRIVE?

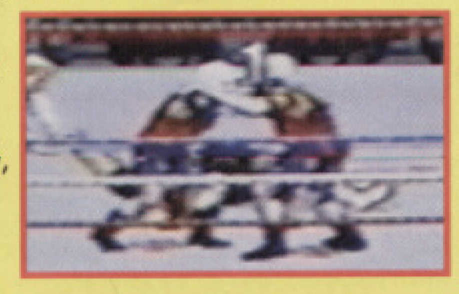
Acclaim have the license to bring Arnie's latest flick to the Megadrive. True Lies is the story of a secret agent who performs all manner of daring missions, while at the same time keeping his job a secret from everyone — including his wife (Jamie Lee Curtis). Only when the latest bad guy to come along gets "interested" in Curtis does she find out Arnie's true identity, and then the fireworks begin.
Directed by James Cameron, the movie looks absolutely terrific and should more than make up for the disappointing Last Action Hero.



The game is still pretty early on in development, with Acclaim only showing small snippets of the game in action on a monitor at their CES stand. What we saw looked like an overhead eight-way blaster in a very similar mould to the Bitmap Brothers' Chaos Engine game. We'll have more coverage in MEAN MACHINES really soon.

YET MORE WWF

Not content with WWF Wrestlemania, Royal Rumble or Rage in the Cage, Acclaim are in the process of producing yet another WWF title.
We had a quick play of an early work-in-progress version on Acclaim's stand and can report that in terms of looks and gameplay, WWF Raw (as it's known)



NEW STAR TREK MOVIE: LICENSE ANNOUNCED

Oddly enough, the first Star Trek movie license announced is the Game Gear version! American company Absolute Entertainment are handling the translation. Little is known about the game, but plenty is known about the film.
The new movie is called Star Trek: Generations and starts with a scene from the Kirk period, with the captain, Scotty and Chekov launching an all-new Enterprise. The new ship responds to a distress situation where a passenger ship is caught up in a time vortex of sorts. Kirk saves the ship, but apparently dies in the attempt. Most of the movie is set in the Next Generation period, where a mad Vulcan is trying to master the vortex. Picard enters the time disturbance and teams up with a very alive Kirk in order to save the universe. Sounds fair enough.
The movie is already getting a lot of attention in the US, owing to the popularity of The Next Generation. Expect to see the game appearing on ALL major gaming formats.





We've blown the lid off the CES this year, bringing you the hottest stories. Here's a round-up of the latest releases announced at that show, plus our comments on how the games in question are progressing.

CES DIRECTORY

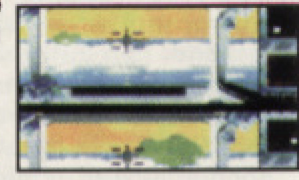
ABSOLUTE ENTERTAINMENT

HOME IMPROVEMENT
Platform number for the Megadrive based on Channel 4 séries.



PENN & TELLER'S SMOKE AND MIRRORS
A Megadrive game based around the revealing comedy magic show. Mega-CD version also planned.

RAPID DEPLOYMENT FORCE
Mega-CD title based around Super Battletank.



RISE OF THE ROBOTS
Game Gear version of the stunning-looking combat game.

SUPER BATTLETANK
Game Gear 3D tank game.

STAR TREK: THE NEXT GENERATION
On Game Gear. Looks similar to Game Boy version.



STAR TREK: GENERATIONS
Game Gear title licensed from forthcoming Next Generation film.

ACCLAIM

USHRA MONSTER TRUCK WARS
3D Megadrive truck game. Looked disappointing on Super NES.

STARGATE
Platformer based around great-looking new sci-fi movie.

TRUE LIES
Arnie is back! Blaster similar in look to the Chaos Engine. Megadrive and Game Gear.

WWF RAW
Game Gear and Megadrive. 16-bit version is 24MEG, with four-players on-screen at once.

NFL QUARTERBACK CLUB '95
Megadrive and Game Gear too. 16-bit version looks quite similar to the original John Madden game.

NIGEL MANSELL INDY CAR
Megadrive title. Very little seen so far.

ACCOLADE

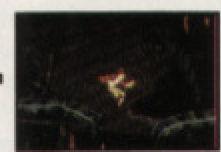
UNNECESSARY ROUGHNESS
Megadrive title based on very successful PC game.

MATRIX
Only other new Megadrive title announced by Accolade at CES.

ACTIVISION

SHANGHAI II: DRAGON'S EYE
Megadrive version of the brilliant puzzle game. Out on import very soon.

PITFALL: THE MAYAN ADVENTURE
All new Megadrive version of the classic '80s game. Looking a lot like Flashback.



RADICAL REX
Very bizarre-looking Megadrive game of the platform variety.



RETURN TO ZORK
Mega-CD version of the top-selling PC CD-ROM adventure game.

AMERICAN LASER GAMES

WHO SHOT JOHNNY ROCK?
Mega-CD conversion of laser disc coin-op.



CRIME PATROL
Mega-CD game in which you, a cop, take on the scum of society, Mad Dog style. And damn those pencil neck bureaucrats down in City Hall!

SPACE PIRATES
Star Wars meets Mad Dog in another Mega-CD shooting game.

MAD DOG II
Even more Mega-CD first person perspective shooting action.

AMERICAN SAMMY

VIEWPOINT*
Megadrive conversion of the Neo Geo's brilliant isometric 3D shooting game.



AMERICAN SOFTWORKS

SNOW WHITE — HAPPILY EVER AFTER*
Megadrive platformer sure to appeal to everyone, we're sure.



TROLL ADVENTURES*
Megadrive platformer similar to vaguely amusing Super NES version.

CHAVEZ II
Sports title for Megadrive. Very little revealed.

TNN BASS TOURNAMENT OF CHAMPIONS
Bet you can't wait for this champion Megadrive fishing simulation, eh?

SKULJAGGER'S REVENGE
Out early next year. Very little known about this Megadrive title.

AMERICAN TECHNOS

KARTOON KOMBAT
Terrible Megadrive game about cartoon characters beating the cack out of one another.



POPEYE
Megadrive platformer based on cartoons. Doesn't look too hot.



POPEYE'S BEACH VOLLEYBALL
Game Gear licensed sports game. But Popeye? Volleyball? Just doesn't seem right, does it?



ATLUS

POWER INSTINCT
Reasonably successful SFII clone comes to the Megadrive.



AT&T

SHADOW OF YSERBIUS
Interesting-looking Megadrive RPG in the mould of The Bard's Tale.

CAPCOM

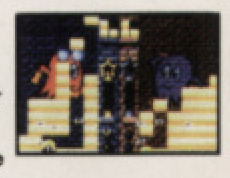
MICKEY'S MAGICAL QUEST
Megadrive conversion still not out, but due in the Autumn.

MEGAMAN: THE WILY YEARS
Megadrive compendium of NES MegaMan titles. Should be very good indeed.

THE PUNISHER
Another Capcom coin-op gets translated to Megadrive. Coin-op wasn't that hot, to be honest.

MUSCLE BOMBER
Megadrive conversion of classic coin-op.

PAC-ATTACK
Intriguing mixture of Tetris and PacMan. Out already on Super NES, coming out for Megadrive and Game Gear.



STARBLADE
Scaled down version of the coin-op for Mega-CD owners. Looks similar to Silpheed in execution.



PF MAGIC

BALLZ
Imagine Virtua Fighter, but with the



Y: YOUR GUIDE TO THE SHOW

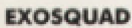
main characters made out of balls. Initially quite promising, actually. One for Megadrive owners to look out for.

PLAYMATES

EARTHWORM JIM
Dave Perry almost literally does it again with another classy platform game for Megadrive owners.



STAR TREK: DEEP SPACE NINE
Join the crew of Deep Space Nine in a sideways scrolling adventure that looks rather promising.



EXOSQUAD
Four-player blaster with giant robots. From the creators of Ecco the Dolphin.

PSYGNOSIS

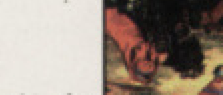
SCAVENGER 4
Mega-CD translation of stunning looking FM Towns game.

ROCKET SCIENCE

LOADSTAR
Sci Fi Mega-CD full-motion video spectacular created by cutting edge programming team.



CADILLACS AND DINOSAURS
More incredible graphics revealed at CES, but the gameplay remains an unknown quantity.



DARKRIDE
More fine graphics for Mega-CD owners. Other than that, nothing announced.

SOFTWARE TOOLWORKS

AL UNSER JNR RACING*
Megadrive split-screen racing game based on Indy Car racing.

NCAA FOOTBALL
Sports game for Megadrive. One to four players. Otherwise, little is known.



MALL RATS
Nowt revealed so far about this Megadrive title.

CHAMPIONSHIP POOL
Megadrive sports title with up to eight players able to take part.

NCAA BASKETBALL
See NCAA Football.

STAR WARS CHESS
Star Wars characters on a chess board, basically. Should be a very interesting Mega-CD title.



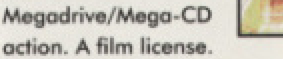
SONY IMAGESOFT

MARY SHELLY'S FRANKENSTEIN*
Megadrive and Mega-CD product based on the new movie put together by Kenneth Brannagh. It's a platform game.

NO ESCAPE
Dodgy looking platform game for Megadrive and Mega-CD, based on film.



THREE NINJAS KICKBACK
More Megadrive/Mega-CD action. A film license. Other than that, little is known.



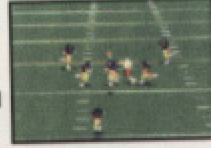
CHAMPIONSHIP SOCCER '94
Again, for Megadrive and Mega-CD. Little seen so far.

ESPN BASEBALL TONIGHT
First Mega-CD baseball simulation. Looks pretty good actually. Some very decent animation.

ESPN SPEED WORLD RACING
Extremely dodgy Mega-CD racing game

from hell - at least in this early stage in development. Hopefully, Sony will sort it out.

ESPN HOCKEY NIGHT
More ESPN Mega-CD action. On show at CES, and not looking that bad. Not in the same league as the EA series though.

ESPN SUNDAY NIGHT NFL

Basic looking Mega-CD American Football game. Madden's hasn't got much to worry about.

ESPN BASKETBALL
Still more ESPN Mega-CD stuff. One to four player action, out early next year.

EXTERMINATORS
Mega-CD. Very little is known about this at the moment.

PRIME EVIL
See Exterminators.

SPECTRUM HOLOBYTE

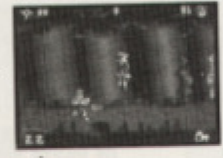
IRON HELIX

Very interesting strategy title for the Mega-CD. Out in the US in July, so expect a full review soon.

SUNSOFT

AERO THE ACROBAT 2

Twice the cart capacity means loads more to see and do in this Megadrive title. Not looking too bad at all.

ZERO THE KAMIKAZE SQUIRREL

A 16MEG Megadrive platformer based around a squirrel kitted out with all sorts of weaponry and martial arts. Very interesting.

DAZE BEFORE CHRISTMAS
Utterly dreadful Megadrive game where you control both Santa and his evil twin, "Anti Klaus". Aiiieee!

JUSTICE LEAGUE
More SFII Megadrive action this time with the likes of Superman and Batman at your command.

SCOOBY DOO
Very interesting Megadrive arcade adventure in the mould of Monkey Island.

THE DEATH AND RETURN OF SUPERMAN
Sideways scrolling beat 'em up based on recent Superman comics series. Very much like Final Fight. Coming soon for Megadrive.

BUBBLE AND SQUEAK
Yet another extremely weird Megadrive platform game.

MYST
Adventure that PC owners have been raving about - and now it's coming for the Mega-CD. Should be very decent indeed.

TAKARA

KING OF THE MONSTERS 2

Sideways scrolling Megadrive combat game based on the Neo Geo original. Don't expect too much — the original game was crap.

FATAL FURY SPECIAL

Yes indeed, a Game Gear version of the hit arcade game, due out before Christmas. Should be interesting to compare with GG Super Street Fighter II...

SAMURAI SHODOWN
A Game Gear conversion of the incredible Neo Geo combat game. Out early next year.

TECMAGIK

SYLVESTER AND TWEETY

Graphically, this Megadrive title is incredibly impressive with huge sprites and decent cartoon action. The quality of the gameplay isn't so hot.

STEVEN SEAGAL

Basing a license around Steven Seagal is a decent idea, but the game itself is looking pretty dodgy at the moment.

TENGEN

GENERATIONS LOST

Intriguing platforming action for Megadrive. It does bear more than a passing resemblance to Flashback and X-Men.

INTERPLENTARY LIZARDS
Megadrive arcade action game for one or two players. Very little is known otherwise.

KAWASAKI SUPER BIKE CHALLENGE
Megadrive biking game coded by the guy behind Domark's F1. Will be released by Domark in this country. Looking very promising indeed.

ROAD RASH II
Game Gear conversion of the hit Megadrive title. At this stage, US Gold's Road Rash I looks a lot better.

RBI BASEBALL '94

Game Gear translation of the Megadrive game already reviewed in MEAN MACHINES.

PGA TOUR GOLF II
Another Game Gear conversion — looking a right treat from our initial viewing at CES.

THQ

TIME TRAX
Megadrive title. Little is known yet.

BASS FISHIN'
Another Megadrive fishing title for two players.

THE MASK

Dull, derivative platform game based on incredible movie.

AKIRA

Adventure RPG game currently looking most dire. Scheduled for Megadrive, Game Gear and Mega-CD.

SEAQUEST DSV
Based on American show. The Super NES version looked intriguing, but little is known about the Megadrive version.

JUNGLE STRIKE
A Game Gear version of EA's hit Megadrive title.

URBAN STRIKE
Oddly, this is out at the same time as Game Gear Jungle Strike. Based on forthcoming Megadrive "biggie".

US GOLD

WORLD CUP GOLF
Graphically good-looking Mega-CD golf title.

VELOCITY

SPECTRE VR

The cult Apple Mac game gets the Mega-CD treatment. Nothing seen as of yet.

VIACOM

BEAVIS AND BUTT-HEAD

Even if you enjoy the MTV cartoon, you won't want to play this terrible platformer. Coming out on Megadrive and Game Gear.

MTV SPORTS: EXTREME

A sports game licensed from a music channel? What a bizarre idea. Nothing seen on this Megadrive title as of yet, save one screen-shot.

VIC TOKAI

TOP GEAR 2


Decent Megadrive road racer for one or two players. Fast, slick and playable.

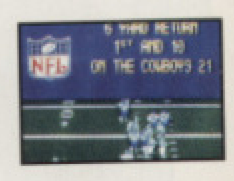
STONE PROTECTORS

Odd sideways scrolling combat game for Megadrive owners. Nothing exciting to write home about. Developed by the same coders who programmed Megadrive Jungle Book.

WILLIAMS ENTERTAINMENT

DOUBLE DRAGON Vs THE SHADOW FALLS

More sideways scrolling action for one or two players. Coming out for Megadrive and Mega-CD.

TROY AITKEN NFL FOOTBALL


Madden-esque American Football game for Megadrive and Mega-CD.

IVAN STEWART'S SUPER OFF-ROAD BAJA 1000
New Super Off-Road game with Baja cars for Megadrive and Mega-CD.

WORKING DESIGNS

VAY
All-new Mega-CD RPG from the makers of the acclaimed Lunar: The Silver Star. Should be out very soon now, so expect a review in an upcoming issue.

RELEASE	NOVEMBER
BY	SONY
PRICE	TBA
GAME TYPE	PLATFORM

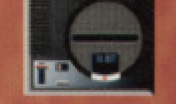
1 PLAYERS

16 MEG

PERCENT COMPLETE

With the dino-laden Jurassic Park already under his belt, Spielberg has returned to our cinemas with a more friendly vision of the past. Yep, by the time you read this, The Flintstones movie will be playing all over the country and, needless to say, a licensed game is on its way. Steve jumped on to a passing Pteradactyl for the complete story...

THE FLINTSTONES



For as long as I can remember, The Flintstones have always been on telly. Even as a mere ankle-biter I have vivid memories of Fred and Barney trying to outsmart Wilma and Betty. Originally put together during the late 50s early 60s to satirise the problems of the time, The Flintstones were the brainchild of Joseph Hannah and William Barbera, and Fred and his Bedrock buddies took Hannah-Barbera Productions into the big-time. Basically, whilst in the past cartoons had been five-minute affairs which ended with one of a pursuing pair getting diced or electrocuted, The Flintstones was the animated equivalent of a sitcom. As such, week after week, Fred and Barney would go bowling, get into trouble at the quarry where they worked, upset their boss or their wives, and still find a solution in time to go to their Grand Water Buffaloes club meetings. In addition, during the course of each episode, numerous prehistoric versions of every day appliances were recreated, with Mammoths acting as showers, birds with long beaks doubling up as record players, and stone cars powered by simple foot power!

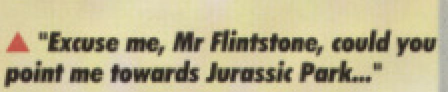


Such visual gags have been perfectly recreated in Spielberg's movie version of The Flintstones, with Roseanne's John Goodman stepping into Fred's skins, Rick Moranis playing Barney, and ILM's stunning computer graphics ensuring the dinosaurs taken for granted in the cartoon will wow cinema-going audiences. As Fred goes about his every day business, Pteradactyls act as Boeing 747's, a pig is used as a waste-disposal unit, and a parrot proves useful as a Dictaphone! The film's slim plot revolves around Fred being promoted to the Board of Slate Quarries and used as a pawn in a corrupt employee's plans. Along the way, all the usual Flintstones gang are introduced, and in typical style, Fred and Barney fall out!









▲ *"Excuse me, Mr Flintstone, could you point me towards Jurassic Park..."*

As can be expected of what is being touted as THE movie of the summer, The Flintstones is ripe for a Megadrive conversion. Ever quick with the corporate cheque book, Sony have leapt in to secure the Megadrive version and this is what we EXCLUSIVELY saw...





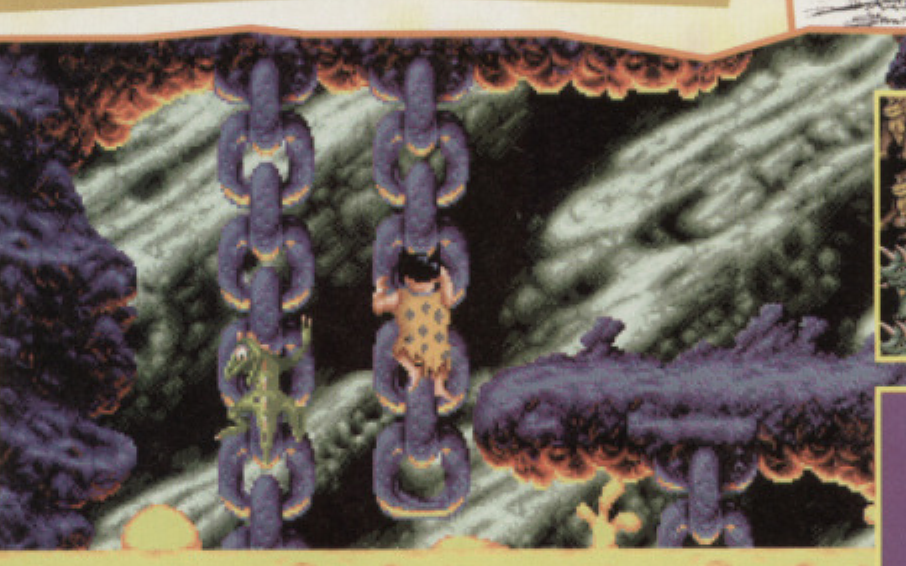


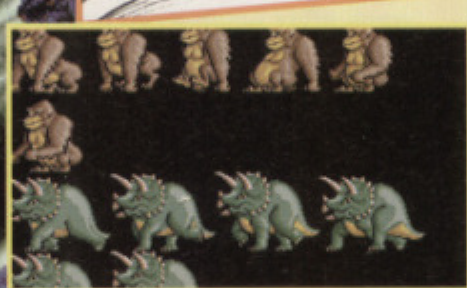
THE STORY SO FAR...

Having been lent the cash needed for Betty and Barney to adopt BabBam, the Rubbles feel they need to repay their dear friends as soon as possible. When Slate Quarry's scheming Financial Director, Cliff Vandercave, announces he is to make the winner of an inter-department intelligence test a Vice-President, Barney swaps his answer sheet for Fred's. Needless to say, Fred wins the contest and is thrown into a world of boardroom meetings, long lunches and delectable secretaries — And his greed soon see him falling out with the Rubbles. In the mean time, though, and because of his abysmally low score, Barney finds himself out of a job. It soon transpires, that Cliff Vandercave is out to embezzle Mr Slate and the company and leg it to some sunny shore. However, Fred eventually gets wind of his plans, makes up with Barney, and sets out to stop him...

WILMAAAAAAAA!

The game picks up at the end of the film, with Cliff holding both BamBam and Pebbles hostage somewhere in Bedrock. As Fred, the player jumps into our hero's Yabba-dabba-doo-ing shoes as they prepare to embark on a series of scrolling platform-laden levels. Starting at Slate's Quarry, the Fred sprite relives the cartoon's intro by sliding down a dinosaur's back, and the first stage rapidly unfolds, revealing itself to be a sprawling eight-way-scrolling area, spanning some eighty screens. It's not all platform malarkery, though, and as Fred nears Cliff's hideout, the coders have added a handful of bonus stages and a car-based driving section which sees Fred desperately trying to bounce Pebbles and BamBam across a busy Bedrock street using the soft roof of his car!





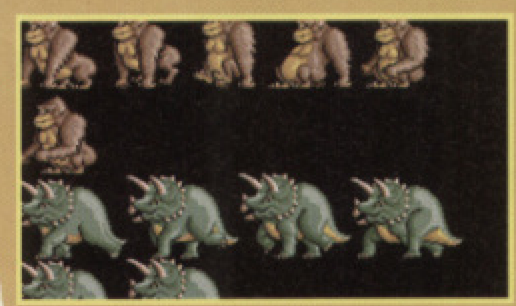


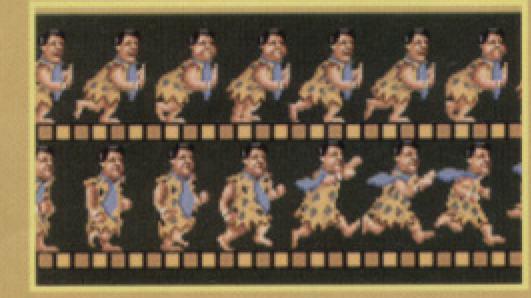


IN THE JUNGLE

In all, The Flintstones spans 7 stages, each of which is broken up into smaller sub-levels. Following on from the quarry stage, Fred moves on to a jungle inhabited by all kinds of Neanderthal madmen, Velociraptors (shades of another Spielberg film perhaps?), and into Bedrock town centre, a volcanic cavern and Cliff's lair, with the assorted monsters changing to adapt to each level's graphical theme. Granted, this may not exactly tie in with the film's scenario and goings-on, but Development Manager and chief programmer, Mark Rogers, didn't want to be restricted by it: "it's all very well following the plot word for word," he offers, "but there's plenty of other potential within The Flintstones, too. This way we manage to incorporate Fred's bowling by way of a weapon with Fred skidding the ball at the enemy, and can make more of the driving scenes, too. Also, the film only features one main foe (Cliff), so we had to add the assorted dinosaurs and cavement to keep the action moving along."







▲ *Using DNA samples, Fred is cloned.*





▲ *This is a picture of Steve's new company car. Good, eh!*

UNIVERSALLY HELPFUL

During the course of the game, the team had constant help from UIP, the company behind the film. "We were given copies of the script ages ago, along with sketches of the characters and their costumes," says Mark. "However, UIP were far from strict. We've heard of licences where the company doing the game can't use a person's face, for example (Ocean's Amiga version of Total Recall is a perfect example), but we've had nothing like that. They've also given us early showings and kept us up to date with flims stills, and we've managed to tie our graphics in with the general look of the game." So would they have minded if Fred hadn't looked like John Goodman? "Yes, because the Flintstones cartoon is a completely different licence; Taito's, I think. As such, they did want our Fred to look like John Goodman, but that's only to be expected — it wasn't really that difficult, though, as our sprites are far more detailed than any of past cartoon-based Flintstone games."

SOUNDS FAMILIAR

Where would Fred Flintstone be without his trusty Yabba-dabba-doo? Thus, in order to keep his many fans happy, Mark and the team are busy incorporating a selection of samples from the film, including the classic Flintstone quote. Similarly, Barney is also expected to make a cameo appearance and will have a small speaking part, whilst 'BamBam' will say that whenever prompted. Each level will also benefit from a selection of in-game tunes and, of course, a version of The Flintstones signature tune — as played by the BC-52s.

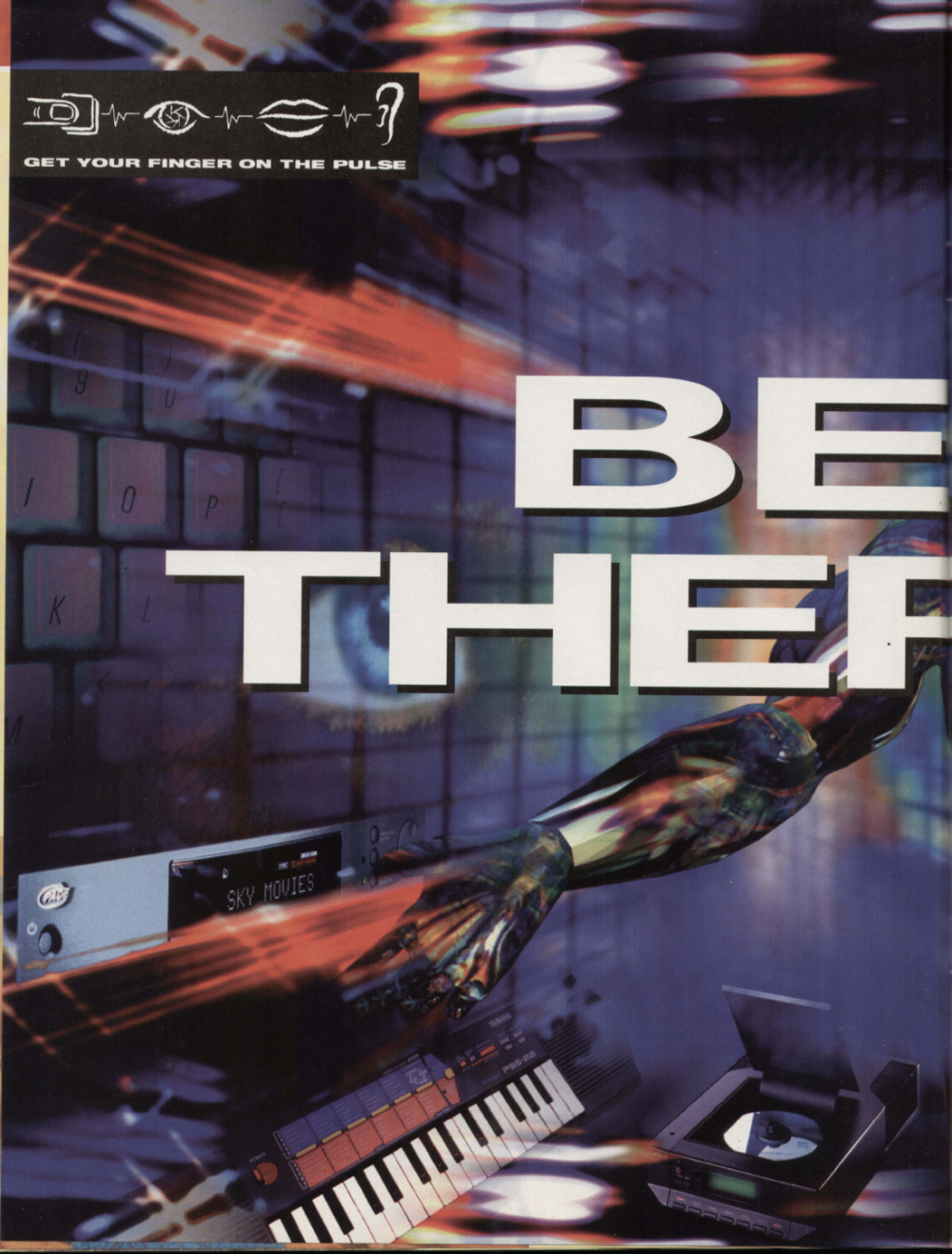


▲ No high-speed Police chases in Bedrock, then...

▲ These are sprites. These ·pear in the game. They ·ve around the screen.

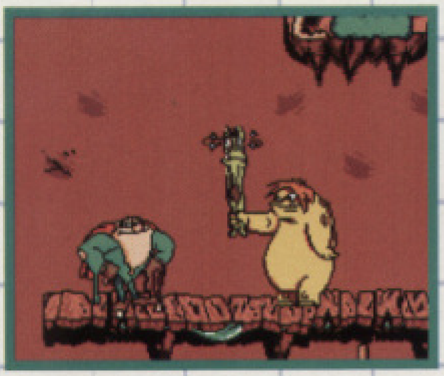
BEHIND THE SCENES

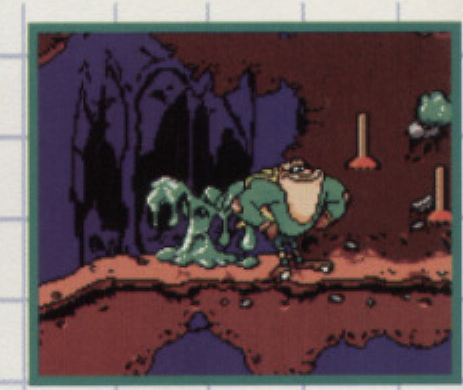
In charge of the design and coding of the Megadrive Flintstones, is programming veteran Mark Rogers. Mark's career began in the distant days of the C64, where he was part of the team responsible from Gremlin's classic Thing On A Spring and Monty Mole platformers. After a brief sojourn at Ocean's Manchester base, he was transferred to their Californian offices, where he was given the task of recreating Spielberg's Jurassic Park for the Super NES. The Flintstones is his first Megadrive project, and his next project is an as-yet nameless Megadrive-32 title.


GET YOUR FINGER ON THE PULSE
BE
THEF
SKY MOVIES
YAMAHA

WORK IN PROGRESS

He farts, he burps, he flicks his snot — it's Paul Bufton. With such anti-social behaviour, he was the only person capable of rolling up to Interplays' latest hero and taking him on at his own game.

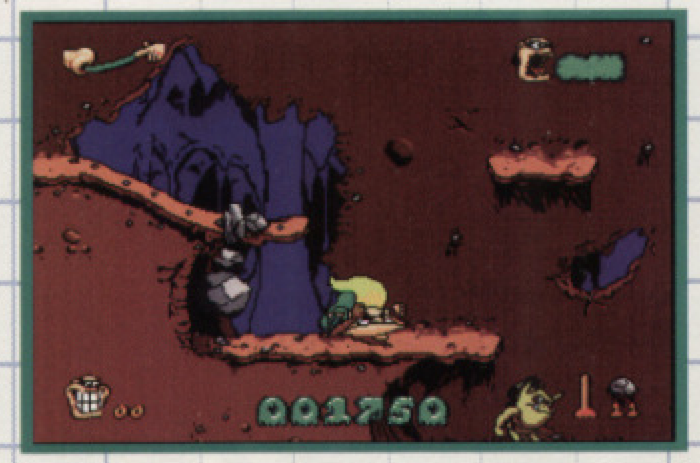




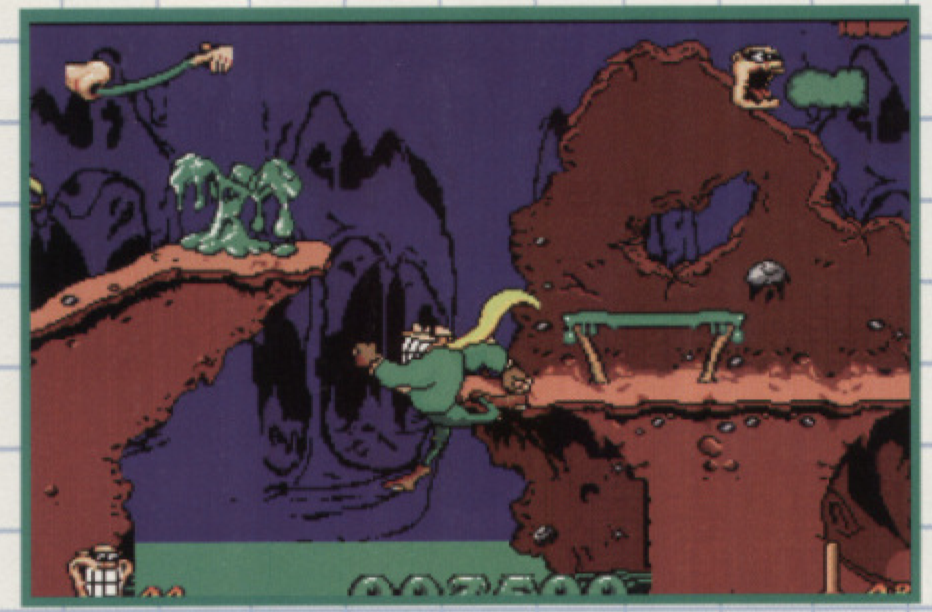
Originality has to be the order of the day in a market dominated by platform heroes, and Interplay have certainly come up with the goods on this front. Boogerman is quite unlike anything we've seen before. Adding a whole new definition to the word gross, the adventure is more than likely to churn even the most iron-clad constitution. Set over twenty levels, our hero must battle through locations with nausea triggering names like The Pits, Mucus Mountains, Flatulent Swamps, Sewer City, and Boogerville. Boogerman's task is to save the Earth from the evil bad guy person, Booger Meister, who is hell bent on poisoning the planet with a concoction of bad smells and smeg. Taking the Booger Meister on at his own game, the caped hero will fight the toxins with his own brand of home-made gases and juices.

Boogerman and his collection of snot and fart-related tricks are sure to make... er, an impact when they hit our consoles in the near future. Stay tuned for more details as we get picking and flicking with this unconventional computer game hero. If your stomach is up to it, that is...

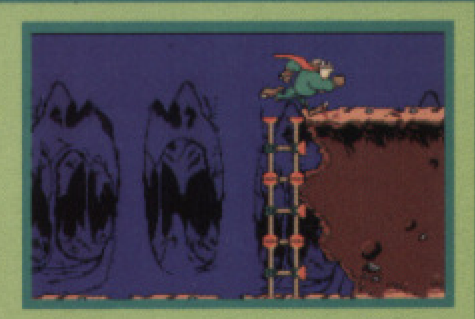






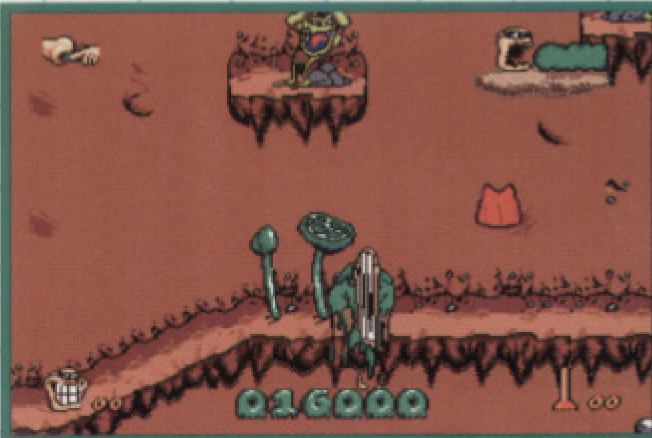


PLUNGE ON IN



With the destruction of the evil Booger Meister as his goal, Boogerman must first reach him. But the path is strewn with many a hazard and goblin type creature. Once the levels are completed, it is essential to get clear. A task only surmountable by collecting common household toilet plungers. Puzzled? Well the answer lies in his abilities to knock up a quick, but sturdy ladder out of the sink and toilet clearing devices. In a cloud of activity our hero can make his way up to the next level and one step closer to victory.





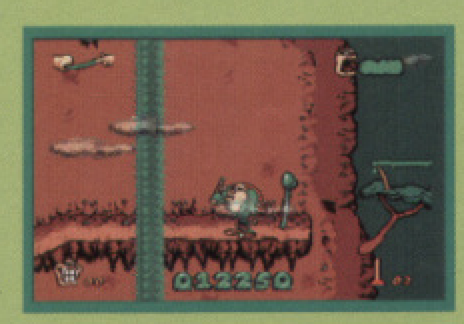
▼ *The most unusual use for a set of plungers since Gary Harrod's Christmas party...*

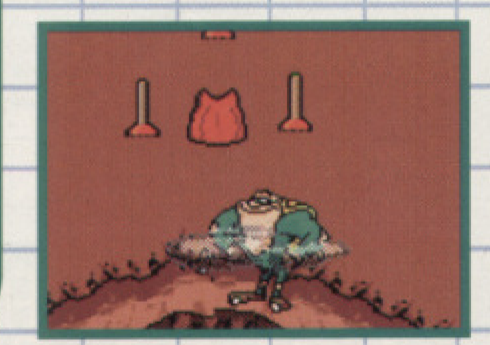


▲ *Should Boogerman concede too many hits he melts away. Like us when Gus farts...*

CUP OF COLD SICK

To achieve his array of body by-product attacks, Boogerman has to charge his levels through finding collectibles. His snot meter can be replenished by getting hold of a big gooey lump of nose dirt. A can of beans will set those intestines brewing, and the handy caches of chilli peppers stimulate flame-powered fun that can lead to our hero shooting off into the air. By collecting a milk bottle, the bogies will turn into what are politely known to our American cousins as loogies. To you and me they're plain old green phlegm balls. Yum.





PROJECT
BOOGERMAN

PUBLISHER
INTERPLAY

INITIATED
AUGUST '93

RELEASE
NOVERMBER 94

FORMAT
MEGADRIVE

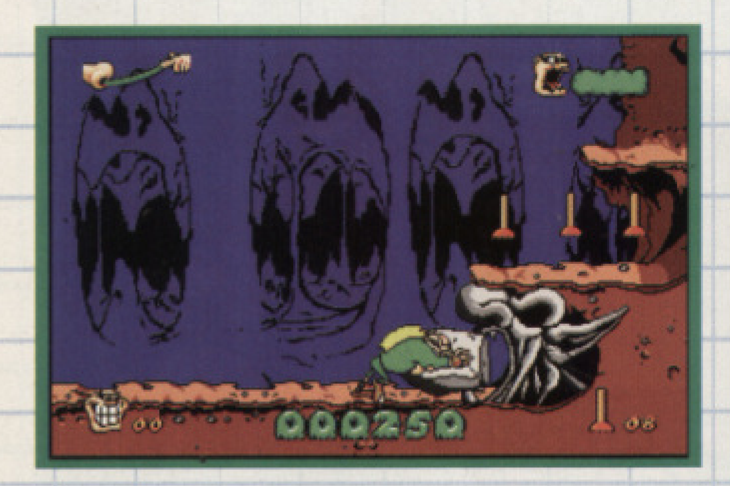
DEVELOPERS
IN-HOUSE

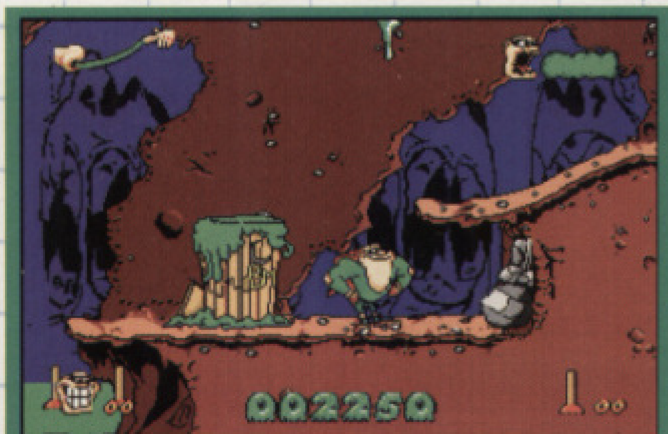
BOWEL MOVEMENTS

Along with the standard platform attack of jumping on the heads of your foes, Boogerman has an assortment of the most disgusting weapons you are ever likely to see. The projectile attacks consist of flicking bogies and gobbing phlegm balls to eliminate enemies. Alternatively, he can go for the body gas special moves. To take on close range problems a small but polite belch will fit the bill. However, by charging the power meter, Boogerman will let rip an almighty room rumbling burp which will clear any passage — literally! At the other end of the scale, it's bottom jinxes galore when our hero's turbo-charged digestive system explodes releasing chuffs to put Johnny Fartpants to shame.



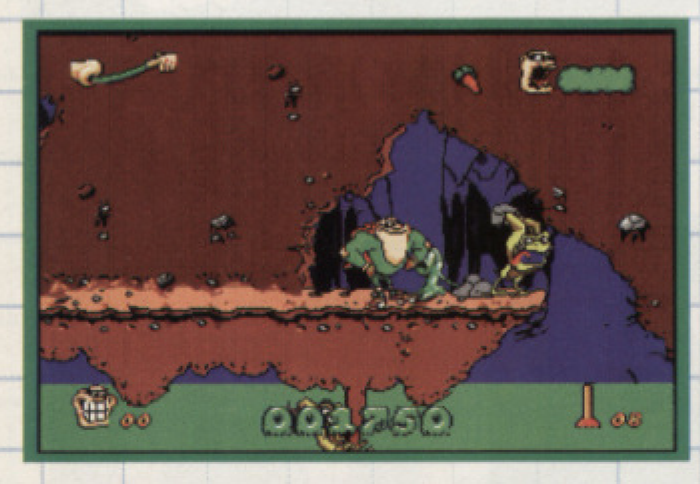
▲ *Loneliness and isolation in the mucus dole queue.*



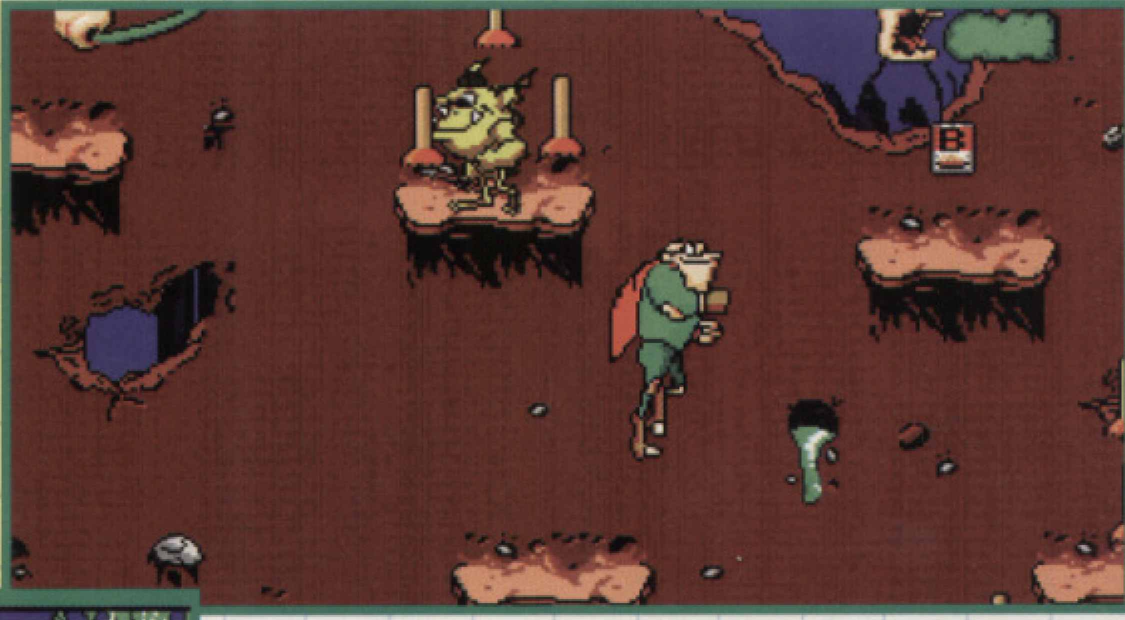


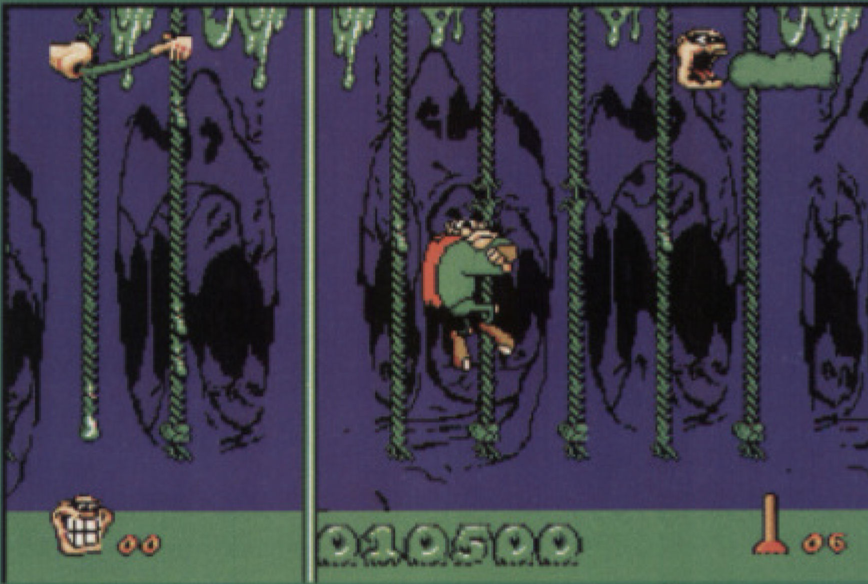


▲ *'Hmmm,' pondered Boogerman mid-leap, 'I hope farts are lumpy or I'm in trouble.'*



▲ *'Ok, sonny, just put the rock down and come away fromt hat lodge. It's nothing we can't talk over...'*





SMELL CELLS

Boogerman's frolics are brought to life with some finely-tuned animation. At present the animation of the characters is running at around 20 frames per second. But the final version boasts an average 24 frames per second, picking up to a glorious 30 frames per second for more important elements of the gameplay. To generate a fully rounded bogey-flicking super hero, the developers have packed over 1500 hand drawn animation cells into the character movement.

Fancying herself as a bit of a Kate Adie, Lucy Hickman immediately volunteered for active duty down at Virgin HQ when rumours of a full scale war on the Megadrive started coming in. Here's her report...

CANNON





▲ Miles from nowhere, Conrad found a Gents. Was it a mirage?

▲ "Brrr, this water's freezing. Sod Clacton, I'm off to Benidorm next year."

An undoubted classic on the Amiga, Cannon Fodder has finally found its way onto the Megadrive and from the early versions we've seen, it's looking like explosive stuff.

There's no storyline as such, just a constant deluge of shooting, bombing, blasting, bazooking and generally maiming and killing.You control a non-specific private army out to batter some evil dictator geezer called El Presidente.

You have a total of 360 men at your disposal (although you don't get them all at once — oh no matey-boy, you have to earn 'em). Every time you successfully complete a mission you get another 15 men in a "queue". You only use about three or four men per level, though, so if they snuff it you can retry the level with other troops from the queue. This effectively adds up to quite a few continues, and you're gonna need them because the latter group of the 72 levels are rock hard!

With the aid of Uzi sub-machine guns, bazookas, grenades and — later in the game — tanks, jeeps, ski-dus, heavy duty mounted guns and heavily-armed helicopters, the missions cover several different terrains such as the Antarctic, Desert, Jungle, Moors and Underground in the enemy HQ. As you progress, if you manage to keep one of your men alive, his ranking goes up and dramatically increases the player's firepower. Many of the missions involve simply wasting all the opposing troops on the level but on others you rescue hostages or blow up the enemy troops.

The strategy part of the game comes into force when you split up your squadron. Some can be placed on guard duty whilst others go on the attack. Similarly, you can use one man as decoy while the rest

PROJECT
CANNON FODDER
PUBLISHER
VIRGIN
INITIATED
APRIL 94
RELEASE
DECEMBER '94
FORMAT
MEGADRIVE
DEVELOPERS
SENSIBLE SOFTWARE

▶ "Ah, c'mon guys. It's not funny now..."



▲ Our little chums prepare to invade the Blue Peter garden.

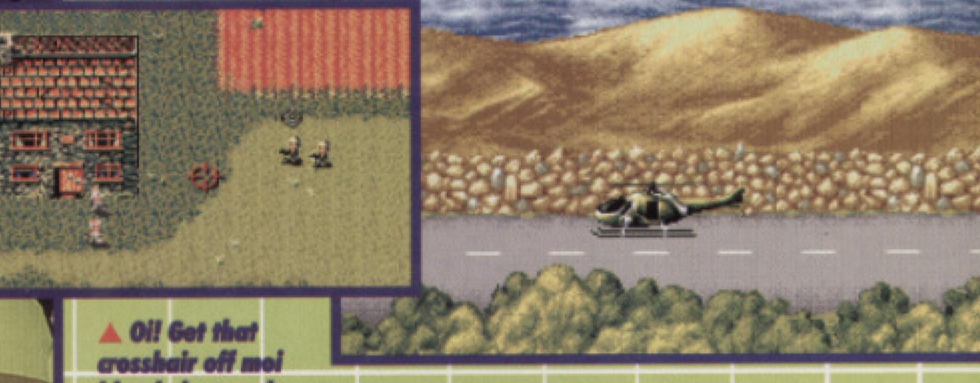




FODDER

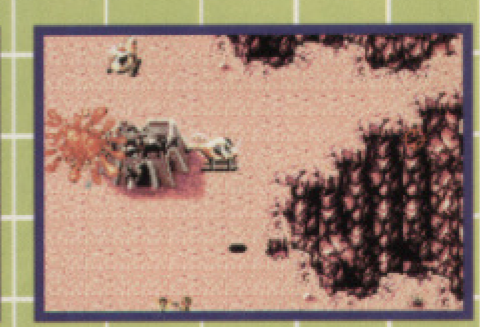








▲ Oi! Get that crosshair off moi bloody laaaand...



of the squad sneak past the enemy.

Originally programmed by Sensible Software (creators of Sensible Soccer), this version is being converted by Panelcomp — the team responsible for transporting Populous onto Sega systems. But as 'Fodder's producer, Pete Hickman explained, Sensible has no intention of losing its baby and the guys down in sunny Cambridge have to approve every stage before release. There shouldn't be too many problems though — it's a very faithful conversion although with enhanced graphics to take into



▲ Hello, I'm the helicopter which appears in the interlude, I'm afraid.

WHEN TWO TRIBES GO TO WAR (ONE IS ALL THAT...)

Cannon Fodder is obviously a war game so naturally you get weapons! Lots of weapons. How else would you be able to slaughter anyone or anything that crosses your path? Included in your arsenal is an unlimited supply of Uzi sub-machine guns as well as goodies like grenades and bazookas. The grenades are good for taking out long range targets while for good, clean demolition fun the bazookas are a must! Your 15-strong army isn't restricted to infantry soldiers though; vehicles come into play on the later levels with the likes of jeeps, skidoos (a jeep on skis) tanks and helicopters, helping you to cross the tough terrains faster than on foot and inflict even more death and destruction. Some of the ground-based vehicles can even be used to run down the enemy and contain their own weaponry. Oh, and keep an eye out for the self-detonating sheep!



▲ Three heroes look on in amazement at their leader's crap parking...

▲ Bored of their careers as soldiers, the troops turn to mining.







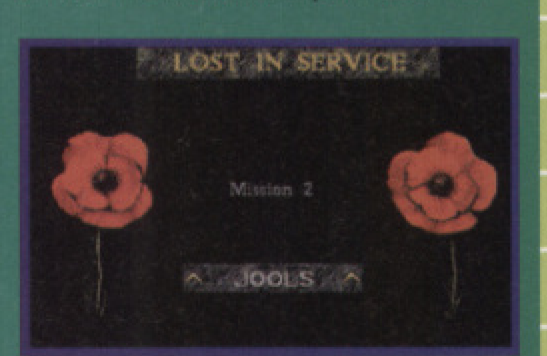
▲ *9, 8, 7, 6, 5, 4, 3, 2, 1... Coming, ready or not!*





FRANKIE SAYS WAR — HIDE YOURSELVES

With all the recent controversy about blood and guts in video games and promoting war and violence, how do Virgin justify this exercise in mindless violence? Pete explained that far from promoting war, Cannon Fodder is actually anti-war and takes a very ironic viewpoint of the whole thing. He said: "The game is very tongue in cheek and tries to show that violence is pointless. We initially had trouble with the British Legion who said that using poppies on the title screen was in bad taste. We eventually changed it to be more like a real poppy instead of the stylised British Legion version."

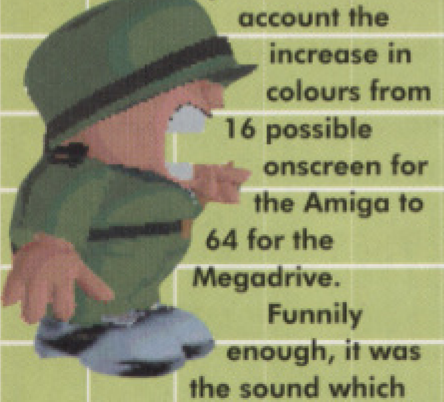












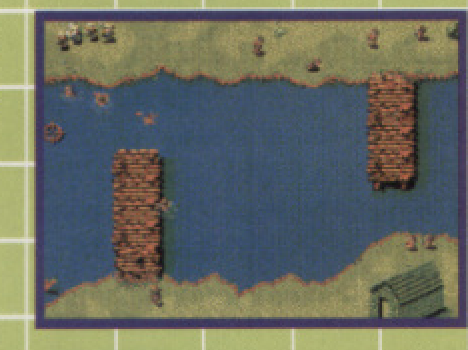
account the increase in colours from 16 possible onscreen for the Amiga to 64 for the Megadrive.

Funnily enough, it was the sound which game them the most problems. Said Pete: "The Amiga version has a lot of sample sounds such as cracking ice and birds flying which really made the game. it took us a while to find a good musician who could recreate this on the Megadrive." In the end they chose Alistair Brimble, an Amiga specialist responsible for the likes of Mortal Kombat, Terminator 2 and Dragon.

The game will be supported by the Sega Mouse and Pete said they had ensured that all the unique humour of the Amiga version is still packed in there (although some of the naughtier mission names have had to be toned down to get it past the Sega censors).

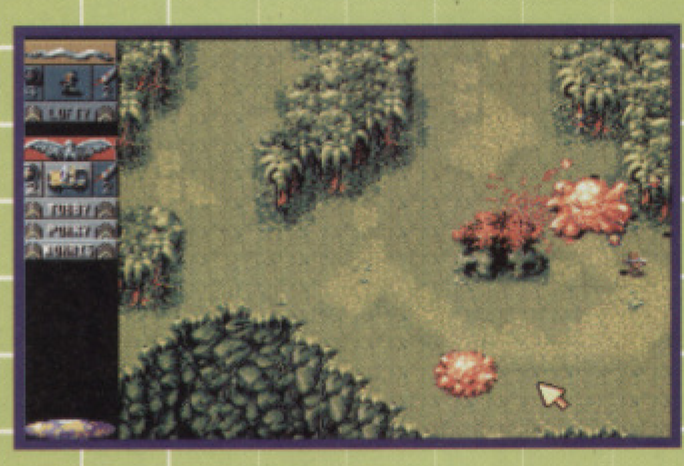
So what makes this game so special then? Pete said: "It's really, really playable — definitely the most playable release of the last 18 months. It'll provide 50 hours of gameplay at least which is pretty spectacular even for a console game. We've spent a long time getting it perfect and I think it's the epitome of good English development."

Okay, that's it for now but be assured that as soon as we can we'll bring you the first full review of this potential corker.



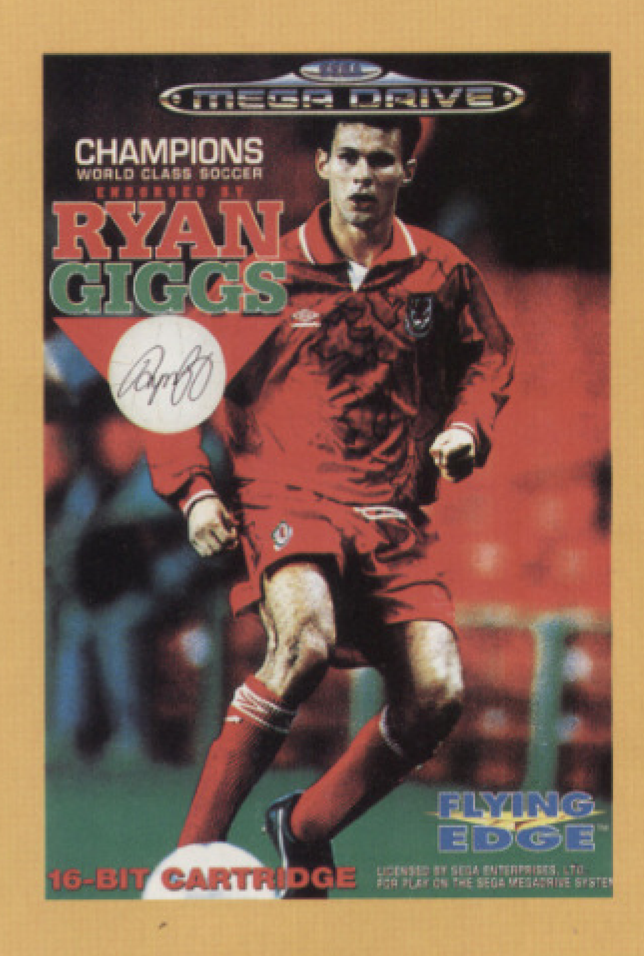


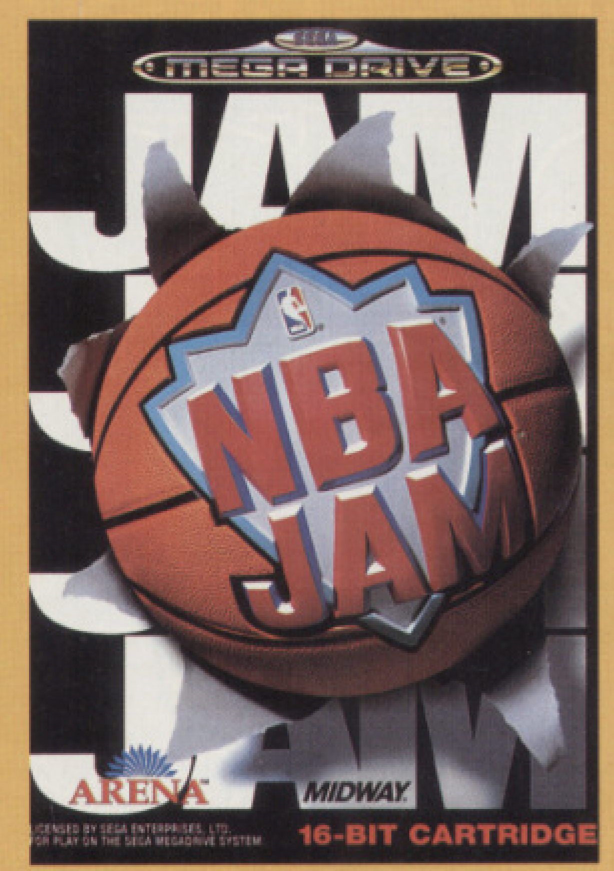
▲ *A map. Maybe sometime yesterday, perhaps more than a week old.*





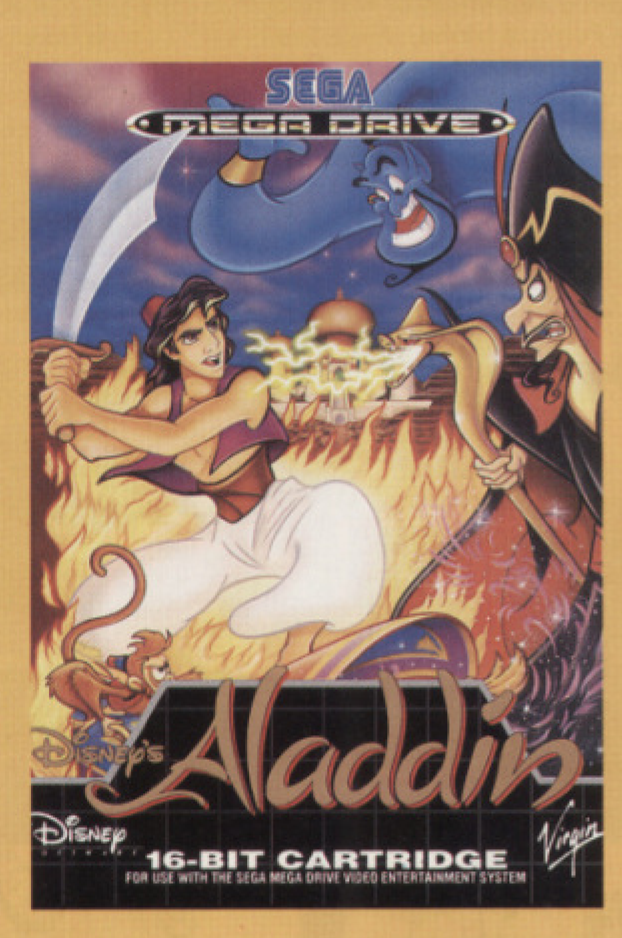














(Sorry, unavailable.)

BIG GAME HIRE



RENT THE LATEST GAMES AT BLOCKBUSTER AND RITZ.



DINO RA

As the MEAN MACHINES crew so kindly point out as often as possible, Lucy Hickman's looking a bit prehistoric these days so she was considered the perfect candidate to flip back in time and take a nose at Codemasters' latest dinosaur doings.

There are many, many racing games for the Megadrive — some good, some bad and some decidedly mediocre. Originality is undoubtedly the saving grace of many games and in this realm, Codies' own Micro Machines (and pending Micro Machines 2) immediately spring to mind. Now the firm want to bring similar flair to this new 16MEG offering — DinoRacer.

The first original feature that hits you is that it's a racing game... without any vehicles. I suppose it makes sense really, as it's set in prehistoric times and they hadn't invented the wheel then. Thus, the trick is to run like a nutter around the track using either your plates of meat or the back of a user-friendly dinosaur.

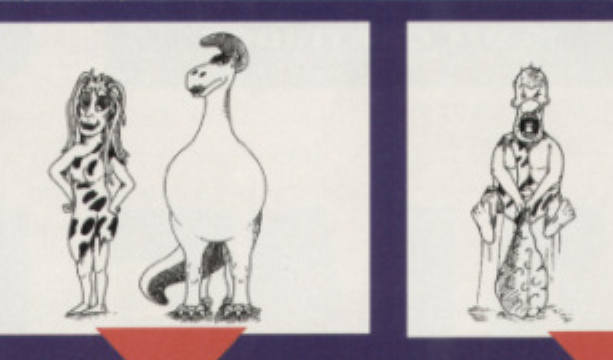
The game is a 3D split-screen affair with one or two players progressing through the many island tracks facing the obstacles the different terrains throw up. The story line revolves around the King of DinoWorld inviting various tribes of this long ago land to partake in the famous DinoRaces which weave around the world and end on the steps of the Royal Palace. The winner is then ceremoniously awarded the crown and becomes monarch of the realm.

The player controls the cave people, each of whom has individual strengths, but not the dinosaur. As such, although the player can make their dino jump, it won't jump as high as the rider so if you're not careful you could end up biting in the dust. In a similar way to Mario Kart, you can attack or barge other opponents in a number of inventive ways. The game's not due out until early next year, and as you can see this is in fairly early stages but you can be sure we'll bring you an update as soon as we get it.



FANTASY ISLAND

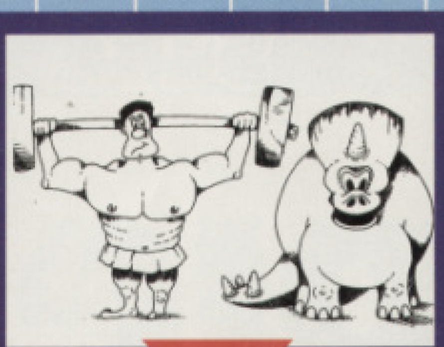
The programmers have tried to make the tracks as varied as possible, with unique daunting tasks to conquer within each. For example, on the Glacial Island, racers are up against slippery corners, cracks in the ice, hungry DinoFish and even a mammoth or two thrown in for good measure! On the Furnace Island, things really start hotting up when volcanoes spew out huge boulders, Similarly, whilst whizzing around the Swamp Island, tracks are blocked by vegetation which the racers must eat! However, the more they eat, the slower they become.

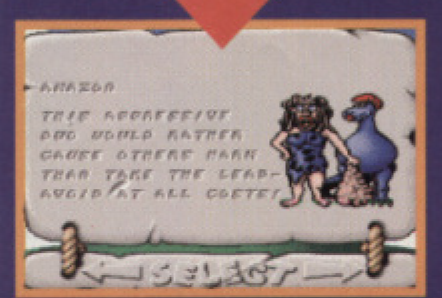


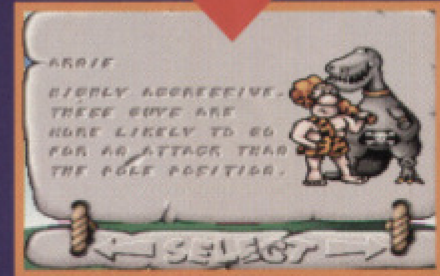
◀ *This is Rock island. It's rock 'ard and it's got rocks on it.*

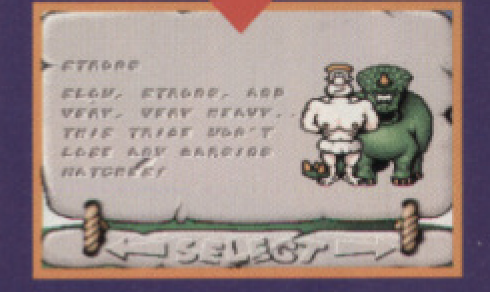
PROJECT	DINORACER
PUBLISHER	CODEMASTERS
INITIATED	JANUARY '94
RELEASE	TBA
FORMAT	MEGADRIVE
DEVELOPERS	MAXIMUM EFFECT
CART SIZE	8-MEG







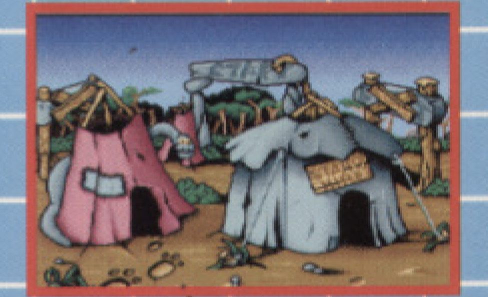






BOGUS BONUS

Between playing each island, the player tackle a bonus section which involves being strapped to a pterodactyl in a primitive form of hang-gliding. By gliding above the ocean, you can now collect more coinage, which just happens to be drifting round, for use in the next level.



▲ *The 1994 Ideal Home Exhibition.*



▲ *The hostile natives of Village Island hurl rocks and try to pinch your dino!*



▲ *Excuse me Mr Fluffy Elephant, can you direct me to the nearest toilet?*



▲ *Goodies galore are up for grabs in Stan's shop.*

◀ *Desert Island is almost impossible without upgrades. As you can see, past competitors have already found this out!*

JURASSIC STRAP-ONS

Winning races brings in cash which, as in all the best racing games, brings upgrades. These can be bought before the start from Stan's most excellent hire shop. Here's a taster of some of the goodies in store:

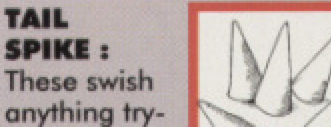
BOOSTER: During normal acceleration, these give the player that extra bit of oomph. Use to gain a head start at the beginning of a race.

HELMET : This protects against Tail Spikes. It may also be used to crash through rocks etc instead of jumping them and losing control of the dinosaur.



ARMOUR: Armour grants extra protection and means that if you're losing a barging contest you won't suffer speed loss.

TAIL SPIKE : These swish anything trying to overtake. When hit with one of these it's worse than losing a barging contest (which is damn bad)!

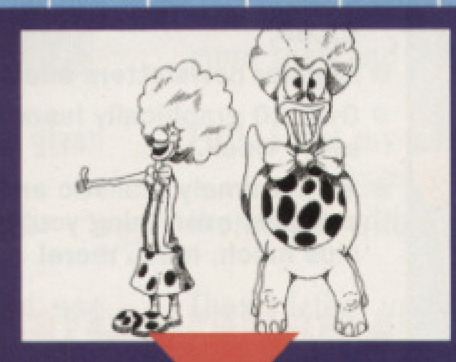


ICE BOOTS: This tastefully designed footwear gives added grip in icy conditions. Particularly handy on the Glacial Island. Funny that.





















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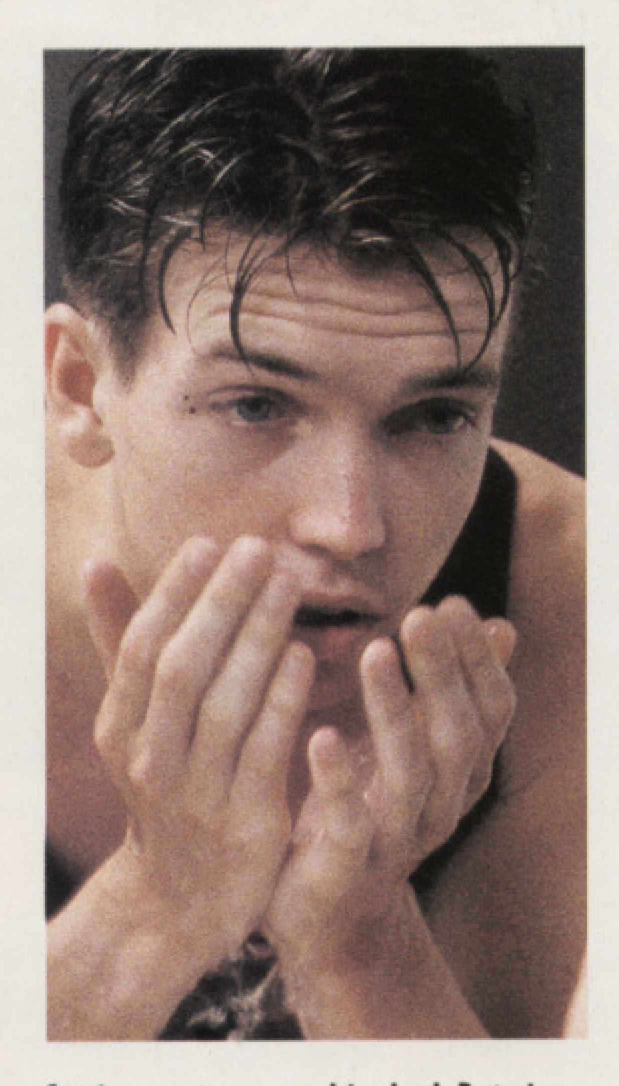
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Name...Tel no..........................
Address..
....
....Post code.....................
Favorite Clubs..
....
....
MM /94

YOU WON'T SEE ME WITH SPOTS.





Getting spots was no big deal. But given the choice, I can live without them. It's been a while since I've had one. Nowadays I use Oxy* Clean Facial Wash.

Twice a day, morning and night – no more soap and water for me.

First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash. Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.

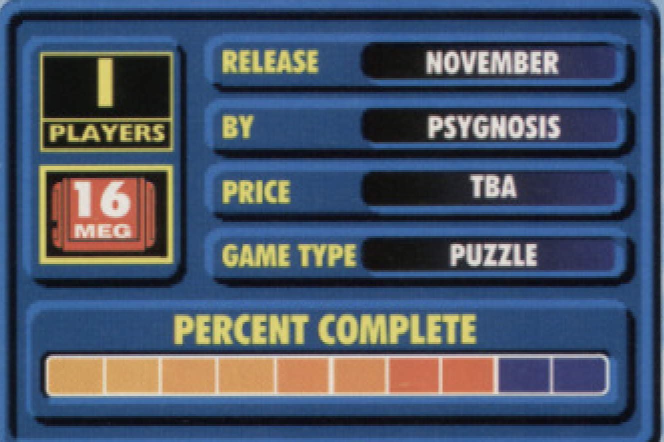
UNBEATABLE
TREATMENT
FOR STUBBORN SPOTS AND ACNE

Clinically Tested

OXY 10*
COLOURLESS LOTION
MAXIMUM STRENGTH

Always read the label. Oxy 10 contains Benzoyl Peroxide. * OXY and OXYCUTE 'EM are trademarks.

OXYCUTE 'EM!*



Lemmings 2: The Tribes



It must be wonderful to be a lemming. Wander through life being cute and furry, eating grass and stuff, and then, if your wife/ husband/ mum/ dad/ lover upsets you and you get a bit of a cob on, you leap off the highest cliff imaginable and make your loved ones feel guilty for the rest of their lives — absolutely brilliant!

Psygnosis obviously like this concept so much that they're reworking their original smash hit game and releasing a sequel for the Megadrive, aptly named Lemmings 2: The Tribes. Okay, so how can they improve on the original?

Well for starters, Lemmings 2 has a plot. The sickly-sweet intro tells us the Lemmings have now split into 12 tribes and temporarily put their suicidal tendencies on hold so they can live in peace and harmony and all that happy crappy. Each tribe possesses part of a special Talisman and the story kicks off with the tribes striving to reunite and make the Talisman whole again in order to avert a monstrous disaster. This change in their routine has naturally freaked out our furry friends and sent them screaming towards the highest ledge. It's your job to play the Fairy God-Lemming and prevent the deadly results of these mass dashes.

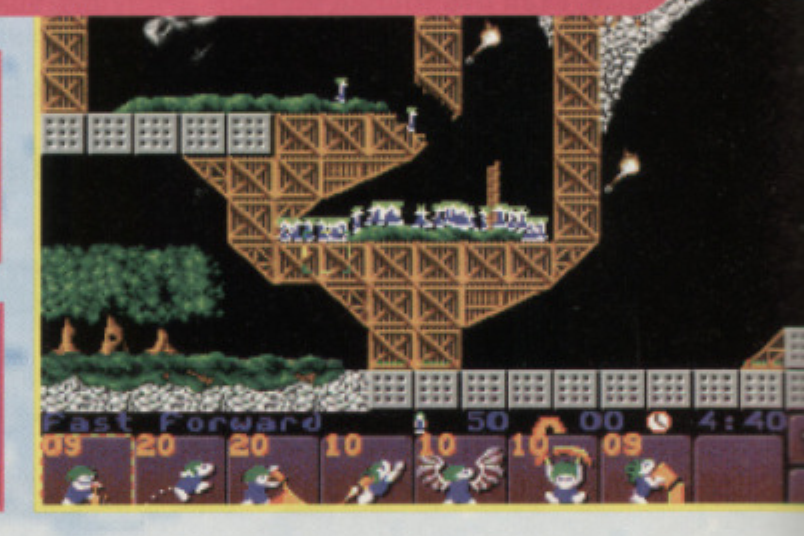


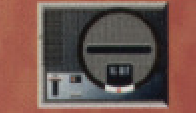
▲ *In space, nobody can hear you scream...*

FIFTY WAYS TO LEAVE YOUR LEMMING

There are now over 50 lemming skills of six main types; wind skills, ground removing, building, shooting, movement and miscellaneous. Many are variations on the skills of the last game but others, such as the flying lemmings, are a radical change with ballooning lemmings, lemmings on magic carpets and even a super lemming who pulls on a pair of pants over his trousers and shoots off like a bullet. Most of these need the new fan icon to direct their course. The shooting lemmings are great fun, too, with a flame-thrower to bust through walls and a bazooka lemming which seems to do little except daze your fellow lemmings but proves extremely amusing! As before, some of the skills are permanent while some can be changed. One innovation, though, is the combination lemming. For example, a stone-thrower lemming will lob further if he used to be a runner.







MASTER LEMMING

You 8bit owners out there will be pleased to hear that Psygnosis are releasing Game Gear and Master Systems version of Lemmings 2: The Tribes. The game's pretty similar to the 16bit conversion with the same level map and number of skills. However, 8bit machine restrictions mean you can only have eight lemmings onscreen at the same. Still, it doesn't seem to detract too much from the gameplay and it's still on the way to being a hot game as you may be able to gather from these screenshots.

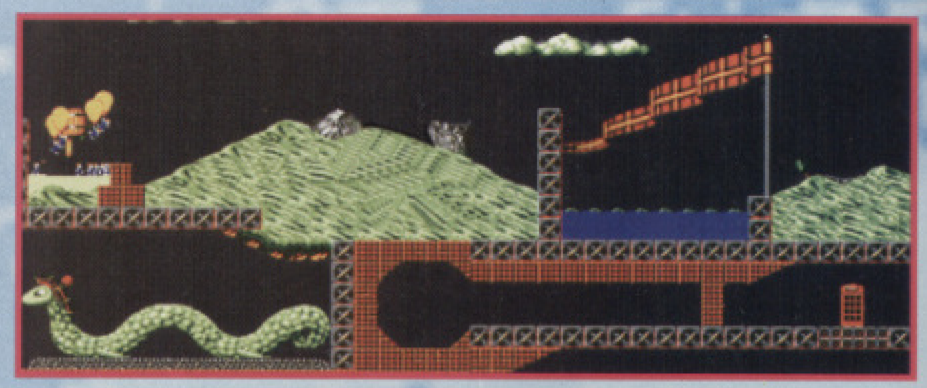
▲ *Menswear? Yes sir, up on the 3rd floor just past the toy dept.*

GOING FOR GOLD

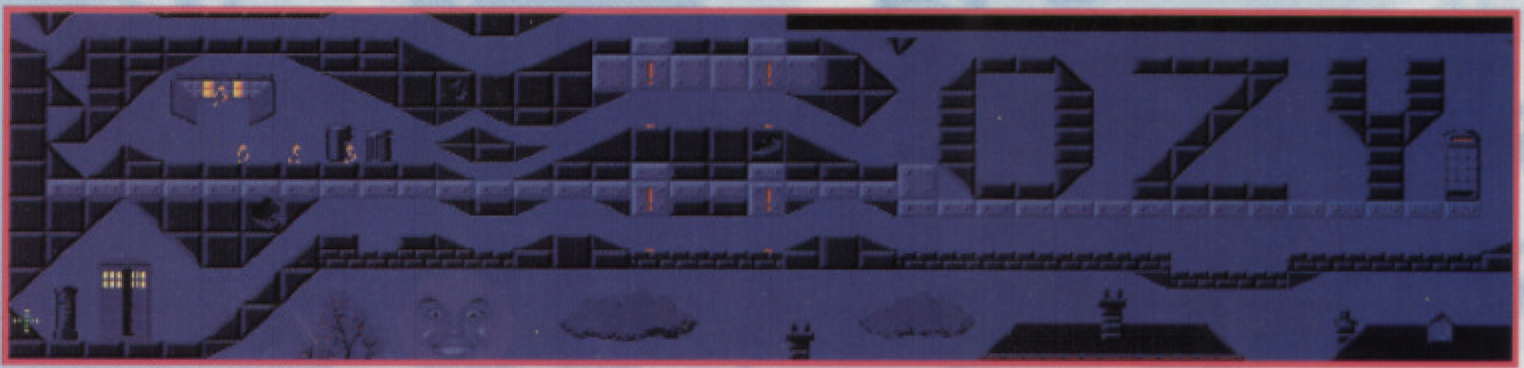
In the first Lemmings game you had to get a certain percentage of lemmings past the post before moving to the next level. This gave you the luxury of wasting a certain number if that's what turned you on. In this sequel you're awarded a gold, silver or bronze medal according to the number you save. Even if you just save one lemming you can progress to the next level. However, you can't finish the game properly until you've got a gold medal for every level.

TRIBES AND TRIBULATIONS

There are many more regions in this new game to explore — all carrying the characteristics you might expect (buckets and spades for the beach; snow and ice in the polar region; and castles in the medieval zone) and many of the pitfalls that you might not, such as catapults, springs and cannons. Here's a map telling you of the regions to be tackled:

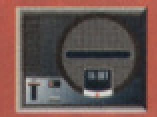


▲ *Look closely and you can see Prince Charles crashing his plane into Balmoral.*



▲ *Conclusive proof that Columbus was wrong and that world really is flat.*

Going under the guise of Shadowland, this is ◄ *actually a short cut to Oz's house.*





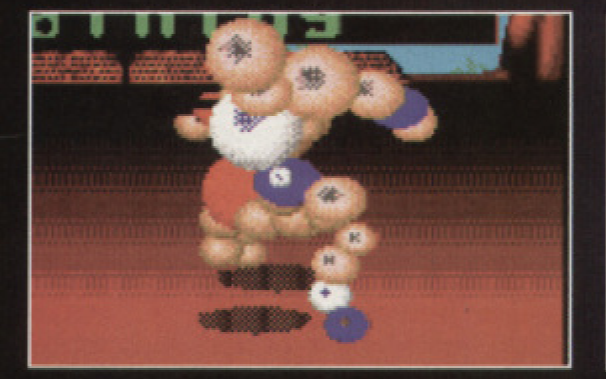
Since the Megadrive was invented there have been enough beat 'em up releases to form a small planet — complete with moons, suns and a few stars for good measure. Accolade has now decided to jump onto this particular bandwagon and has come up with what can only be described as a load of old balls or, more precisely, Ballz — so called because all combatants are composed of spheres.

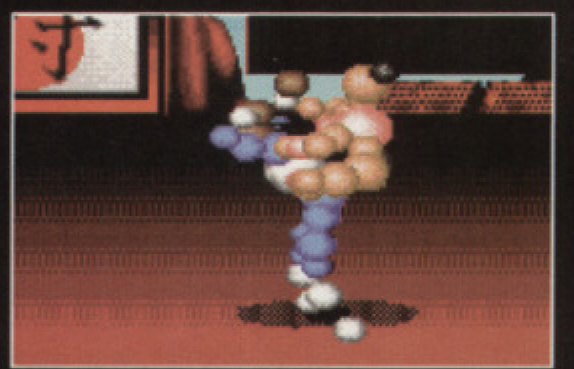
It's a 3D affair, which can even be played on modem if it takes your fancy, with all sixteen ballsy characters pitching their unique skills against each other in a variety of locations. It's the Streetfighter-esque one-on-one fighting method with the victor going onto the next opponent and the loser breaking down — literally — into hundreds of little balls which scatter around the floor while the winner does a little victory dance.

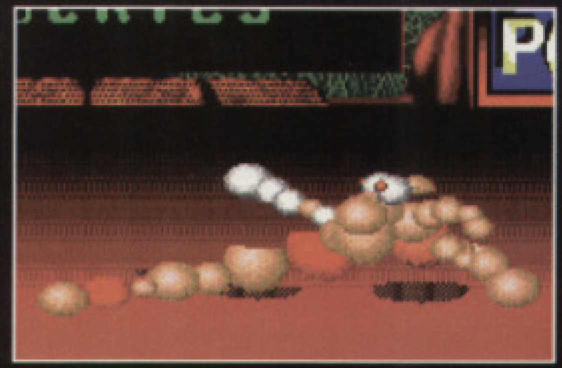
As you can see from these screenshots, the 3D approach seems to work quite well with the fighters getting larger and smaller in perspective as they move backwards and forwards instead of just left and right like the usual 2D side-scrolling fighting games.

There's also an action replay packed in there so players can examine their technique over and over again and you can also morph between characters as a special move. Taunting plays a big part in the fighting strategy too — rude gestures increases the punch power of the next player to land a hit. Several taunts in a row have a cumulative effect causing major damage when perfected. Ballz is looking pretty damn cool so far, how it plays we'll reveal in a future issue of MEAN MACHINES in our in-depth review.









BALL HOOKS

Each character has a basic selection of punch, kick and jump moves, each of which is activated by the A, B and C buttons. However, when these are combined, the game really starts to come to life. For instance, a combination of the jump button and one of the directional controls sends the player's fighter flying just about anywhere on screen — even behind where the player views the action! Similarly, should one of the players cop too many hits, they can hold on to their opponent for dear life, temporarily stopping them landing any blows.







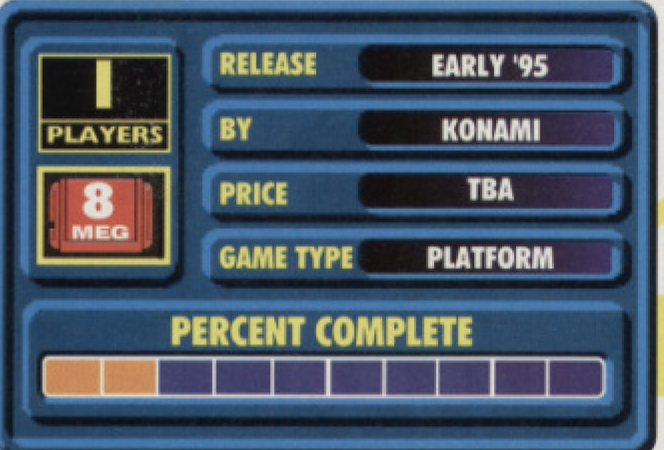





TEST TICKLES

Naturally, the fighters have their own special moves — around 15-20 each. The ballerina, Divine, for example, grabs and spanks her opponents or simply floors them with a lethal pirouette; the gorilla, Yoko swings back and forth from imaginary trees (not even stopping to eat his imaginary bananas or speak to his imaginary friends); Tsunami belly charges, karate chops and performs flying somersault kicks; while Kronk carries out his Kranium Krunch which involves battering opponents with his club.

LLZ



Konami's love affair with cartoon characters is set to continue with Animaniacs, an all-new platform project we can expect to see at the tail end of '94 or early next year. Looking at the twin strands of animation and platforms, two elements featuring heavily in every big Konami game of the last year (well, except Hyperdunk and Zombies), you'd expect the ground to be thoroughly covered. So how are Konami aiming to breathe life into a genre very much their own?

Firstly, the Animaniacs characters are a pretty hot property. The sort of American import Disney-esque capering animal trio we Brits lap up, they carved a niche for themselves as the one watchable part of ITV's What's Up Doc? (a Saturday morning TV show marginally less unpleasant to watch than having root canal surgery).

In fact, we're talking Post Modernist cartoonery here, as the Warner threesome spend their time commenting on cartoon cliches as they try to 'find work' within a fictional cartoon studio (see, it's all deconstructionism and ironic analysis — SNIP!). The game fits snugly into the cartoon's pattern, as the characters tromp around a studio lot of separate sound stages, each housing scenery of familiar cartoon/film locations. As the likes of Vic Morrow could tell you, film sets are dangerous places. Diverse props and constructions threaten the party, along with irate studio security. Although the game idea and a fair number of levels are in place, Konami are renowned for making major changes in projects as they advance. Let our preview inform until the full MEAN MACHINES review is available.

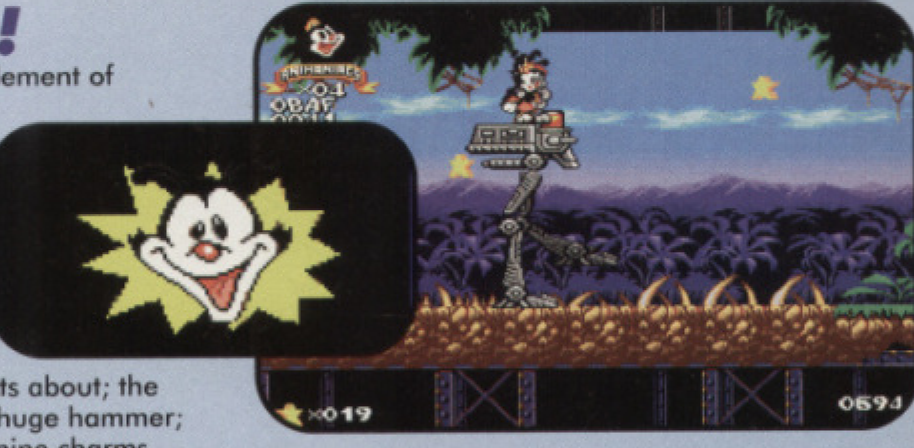
▲ *Progress not possible beyond this point unless...*

▲ *...you work out how to put the trio's powers to work.*



TRIUMVIRATE!

Konami have used the triple-star element of Animaniacs to their advantage, rather than finding it a problem. During the game, the three stick together, with you selecting a leading character. The importance of this becomes apparent when you acquaint yourselves with each 'toon's abilities. The big guy (Yakko) is excellent for pulling and pushing heavy objects about; the squat one (Wakko) wields a huge hammer; and Dot, the girlie, has feminine charms which she uses in best 'girl bunny' cartoon tradition to charm in-game characters. The game structure complements this set-up, with a fair degree of lateral thinking needed to pass some of the areas. The closest comparison could be made with Virgin's Lost Vikings, a satisfying arcade adventure which came out earlier this year. Animaniacs could spring into life with its appealing graphics and mix of both thought and trigger-led play. Oh, and it has a sense of humour.



▲ *Is this part of the Indiana Jones' experience. Ironic cross-seeding of movies; or just re-using the sprite? Discuss.*

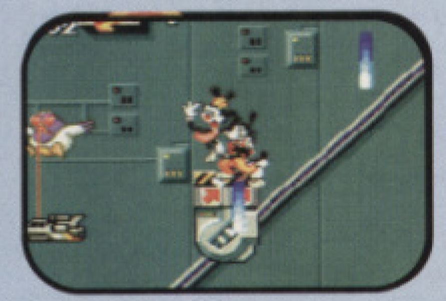


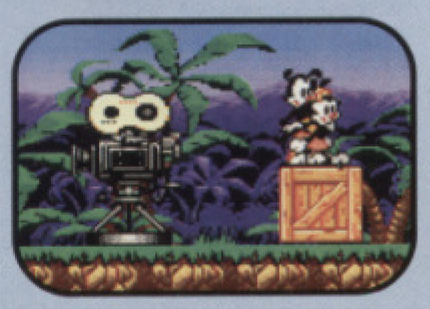
▲ *In 'toon world, the word 'Semtex' has no meaning. Terrorists carry large cherry bombs in their hand luggage.*







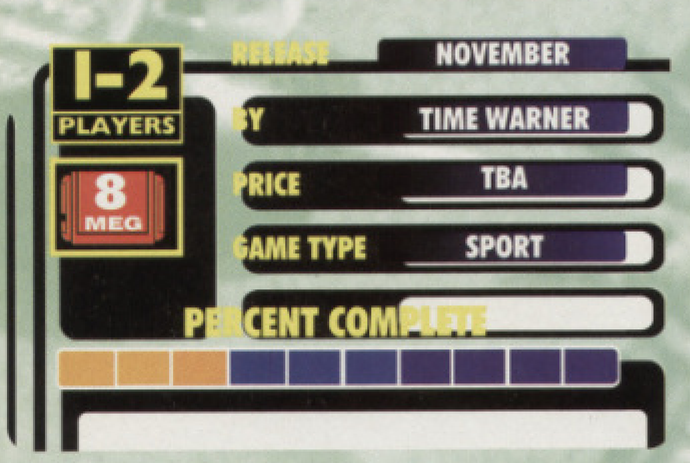






MOVIE MANIA

The six studio lots of the game house individual movies in production, split into various plot chapters. Moving to the next chapter is simply a matter of moving to the right-hand exit. At the moment the two complete stages have a Spielbergian feel, with The Adventures of Dirk Ruggert (subtitled Bungle in the Jungle) looking for all the world like an Indian Jones adventure, and a space epic send-up paying homage to the Star Wars trilogy, where the trio hitch a ride on spaceships. To remind you that you're in the movies, there's the constant hazard of studio security, and obstructions in the shape of film equipment. With the early stages shaping up to have eight chapters, this is working out to be a pretty hefty game. But what other film spoofs will find their way into the final version? Dinosaurs, perchance? Extra-terrestrials? Or perhaps a tribute to Kieslowski's Three colours trilogy...then, again perhaps not.



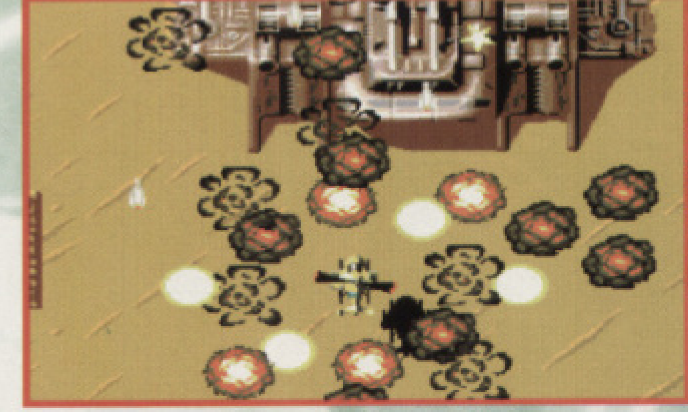
MEGA SWIV



Do you want to know how Time Warner's latest blaster got its name? Well, when SCI (then known as Sales Curve) started writing the original Megadrive version of SWIV several years back, they had hoped to release it as a sequel to another blaster, Silkworm, which they had converted from a Taito coin-op for Virgin earlier. However, copyrights being funny old things and all that, Taito pooh-poohed the idea, leaving SCI without a name for their rather smart vertical scroller. After a bit of mucking about, Silkworm II became SWII and, skipping a sequel, SWIV!

Now, some four years after its Amiga debut, SWIV is heading for the Megadrive with an all-new 'Mega' prefix! Spanning seven stages, Mega SWIV is a blaster of the 'old school' with the player guiding a hi-tech helicopter into power-ups and bosses galore whilst battling through skirmishes with the expected reams of ground and air-based foes. However, in order to add a little something new to the proceedings, Mega SWIV has a rather inventive two-player mode where a second player gets to grips with a jeep and, as such, must avoid any ground-based hazards.

So far, only one level exists with SCI busy cramming the rest into the 8MEG cart. Expected for a November release, a review should follow shortly..





▲ *(Crackle) "This Noel Edmonds here. No, don't open fire. Noooooo!" (Hiss).*

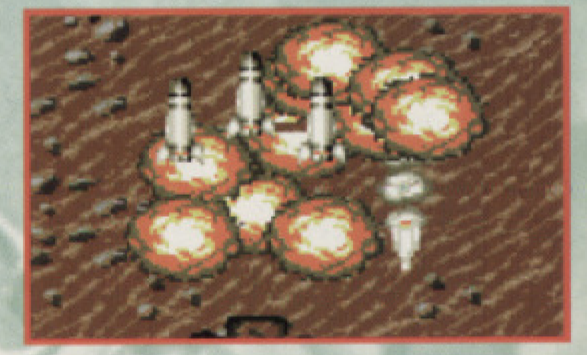
▲ *Our finds himself trapped within a popcorn maker.*

Operation Southbourne: Destory the fields behind the Bourne School. ▶



▲ *That ploughed field reminds me of a Ripple bar.*

▲ *As Budgie neared the seemingly empty gun turret his, rotors blocked out the noise of the inhabitants' giggles.*





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MD3 — 3 Button Joypad — Independent Auto and Turbo Fire
Multiplayer Adaptor— Up to 5 player action on multi player games for SNES
GAMESTER SN8 JOYPAD FOR SUPER NES
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HAVE YOU MISSED OUT ON A BACK ISSUE OF BRITAIN'S BEST-SELLING SEGA MAG? IF SO, NOW'S THE TIME TO FILL ANY HOLES IN YOUR COLLECTION. BUT BE QUICK, AS THEY'RE GOING FAST...



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Hello zere my Breetish chums, it is I Jean-Paul zee French cousin of Paul — Teep Master of zee Universe. He phoned me from his summertime retreat on Atlantis saying zat his hydro force field 'ad collaps'ed and zee complex had become flooded. Ah! Zut alors! Zee Inglish reeley should take more care. Still I 'ave 'eld a virtual conference with all of zee greatest teeping minds this side of Alpha Centuri and we have finded some of zee most magnifique teeps and cheats on zee planete. Excusez-moi, what is zis? I 'ave just bin 'anded un fax urgente. Ah! It iz from zee master 'imself, and it sez..."Greetings fellow tipsters. I bear glad tidings from my water-logged seabase. From this month I will award a brand spanking new cart for the best tip of the month. Hurrah! So get tipping Tip Stars! I must now hand you back to my cousin while I get down to some serious mopping up. Catch you next month." Bon, merci Paul, now let's get down to some serious teeps. Send your own offerings to:'LE SINGE EST DANS L'ARBRE' SMALL TIPS, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

TIPSTERS HALL OF SHAME

Mon Dieu! There are imposters on the planet of Tipsterania. I wept tears of shame on reading an anonymous teep for Sensible Soccer. I quote..."Here's a handy little tip for Sensible Soccer on the Megadrive. In any competition, make all the teams player teams. When it's time to play, grab controller two and score a load of own goals! It's that simple!". I'm afraid it's the Bastille for you traitor!

Ah yes, my cross-Channel friends, don't you ever say zat me and mon cousin Paul, 'ow should I say it, fail to produce zee goodies. 'Ere iz zee most extensive collection of teeps for zis rather excellent game. I 'ave been deep into zee heart of Codemasters and come back with zee creme de la creme.

TWO SECRET GAMES!

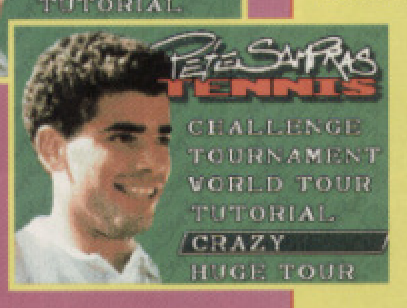
That's right two completely new games on zis already fab cart. To get zere do the following:

1. Select the World Tour.
2. Choose any player.
3. Select YES to entering a password.
4. Use ZEPPELIN as the password.

And zere you 'ave it, two new options appear on zee main screen. So shall we 'ave a look at zem, oui?



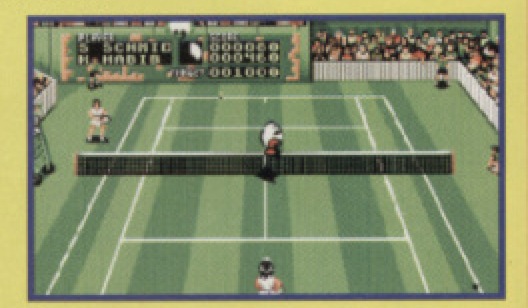
▲ *This is one tip that won't crash out in flames.*



▲ *Do you know how fast Sampras serves? About 130mph!*

CRAZY TENNIS

But zis is 'crazy', as you Breetish say. Just look at it, you can collect icons for bonus abilities, such as big ball, speed up, ball, control, and slow down. To play zee game both players much reach a target score to continue into zee next round. Tres bien!



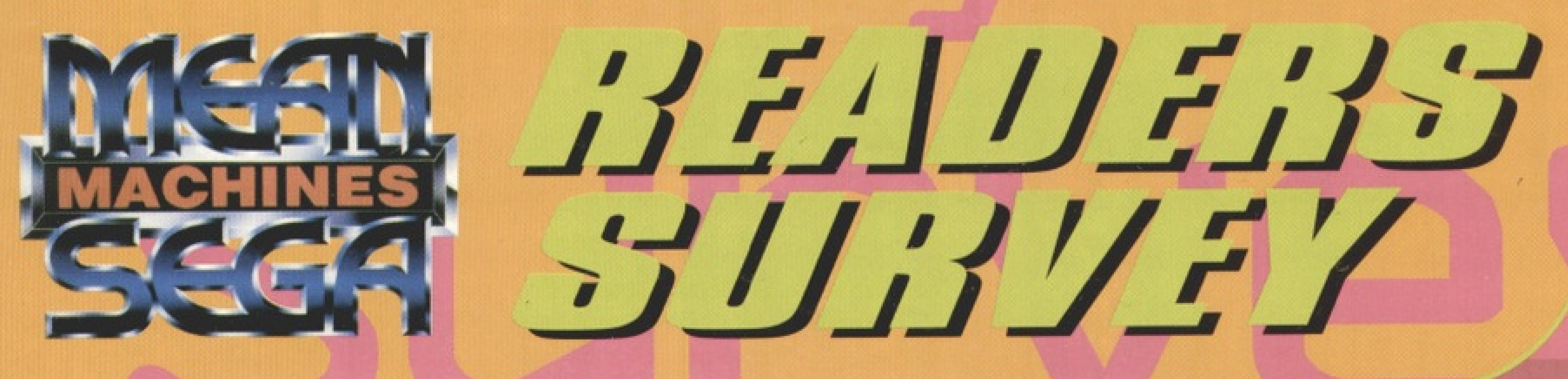




▲ *I'll teach you to ladder my fish nets!*

My very special chum Paul Shotton (I zink zat zee name Paul is inherent with being a Teeps Master General) from Stoke-on-Trent has furnished moi with a splendide level advance cheat. When you pass a billboard with a speed limit sign lying down on the road like a ramp, hit the ramp as fast as possible and go slap bang into zee billboard while doing a Spread Eagle. You will zen access a warp screen and be able to go to zee next level, what is more, you'll get $10 for a warp bonus.

WIN £200 WORTH OF GAMES !



It's that time of year again where we call upon you to tell us what you think of our esteemed organ. Yep, it's **MEAN MACHINES SEGA** survey time again! Listed below are reams of questions all about assorted aspects of our mag. All we ask is for you to tick the relevant boxes, and send the completed form into us. It's a chance to say what you really like or dislike about the mag, so we can go about putting it right. In addition, the three randomly-picked entries will scoop **£200 WORTH OF GAMES** for their troubles! So, get answering, and send your completed form to:

MEAN MACHINES SURVEY,
MEAN MACHINES SEGA,
Priory Court,
30-32 Farringdon Lane
London,
EC1R 3AU

ABOUT YOU

1 Are you: Male ■ Female ■

2 How old are you?

Under 8	■	8	■	9	■
10	■	11	■	12	■
13	■	14	■	15	■
16	■	17-19	■	20-23	■
24-29	■	30-34	■	35-44	■
45-54	■	55 or over	■		

3 What do you do?

- Junior school ■
- Secondary school ■
- 6th Form/6th Form College ■
- Higher Education (University etc) ■
- Full time employment ■
- Part time employment ■
- Unemployed ■
- Other: ....

4 What do you do in your spare time? Please rate how keen you are on each of the following (10 = hyper keen, 1 = couldn't care less)

Play video games	■	Play sports	■
Watch TV	■	Watch satellite TV	■
Watch videos	■	Listen to music	■
Listen to the radio	■	Play arcade games	■
Go to the cinema	■		

Other:..

5 On average how much time do you spend playing video games every week?

Less than 1 hour	■	1-2 hours	■
2-4 hours	■	4-6 hours	■
6-8 hours	■	8-10 hours	■
10-20 hours	■	More than 20 hours	■

6 How do you usually play your games?

On my own	■	With a friend	■
With a group of us	■		

7 On average, how much money do you earn/get given each month?

£0-9	■	£10-49	■
£50-99	■	£100-499	■
£500-832	■	£833-1249	■
£1250-1666	■	£1667-2499	■
Over £2500	■		

8 Which of the following do you regularly buy?

CDs	■	Tapes	■
Videos	■	Clothes	■
Shoes/Trainers	■	Sweets	■
Crisps	■	Drinks	■
Takeaway food	■	Books	■
Comics	■		

Something else, namely:..

9 Do you have a bank/building society account?

Yes ■ No ■

If you do, who is it with?..

10.Which Radio Station do you listen to ?

Kiss FM ■ Capital Gold ■



Capital Radio	■	Atlantic 252	■
Radio 1	■	Virgin 1215	■
Local Radio Station	■		

11. Which one of these TV stations do you watch and which one of them do you like best.

	Watch	Like best
BBC1	■	■
BBC2	■	■
ITV	■	■
Channel 4	■	■
Satellite/Cable	■	■

12. Which computer based TV programme do you watch or used to watch and how do you rate it (10 excellent- 1 poor) ?

Programme	Watch	Used to watch	Rate
The Net (BBC2)	■	■	■
Gamesmaster	■	■	■
Gamesworld	■	■	■
Bad Influence	■	■	■
Movies, Games & Videos	■	■	■

13.Do you participate in Teletext computer games competitions ?

Yes ■ No ■

14. Which of the following is you favourite type of music (tick one only)?

Rave/Dance	■	Chart/Pop	■
Heavy Metal	■	Rock	■
Reggae	■	Rap	■
Other	■		

15. Which of the following fast food stores have you been to in the last 3 months, and which one do you think is the best ?

	Been to	Like the best
McDonalds	■	■
Burger King	■	■
Wimpy	■	■
Pizzaland	■	■
Pizza Hut	■	■
KFC	■	■

ABOUT YOUR GAMES

16. Which of the following machines do you (1) own or do you (2) have access to (perhaps via a friend)?

	1: Own	2: Access to
Sega Mega-CD	■	■
Sega Megadrive	■	■
Sega Game Gear	■	■
Sega Master System	■	■
Nintendo SuperNES	■	■
Nintendo GameBoy	■	■
Nintendo NES	■	■
Atari Jaguar	■	■
Atari Lynx	■	■
Atari ST/Falcon	■	■
Commodore Amiga A500	■	■
Commodore CD-32	■	■
Commodore Amiga A1200	■	■
Apple Macintosh	■	■
Acorn Archimedes	■	■
PC	■	■
PC CD-ROM	■	■
PC Engine	■	■
Neo Geo	■	■
Philips CD-i	■	■
3DO	■	■

17. Which machine do you want to buy next?

Sega Mega-CD	■	Sega Megadrive	■
Sega Game Gear	■	Sega Master System	■
Nintendo SuperNES	■	Nintendo GameBoy	■
Nintendo NES	■	Atari Jaguar	■
Atari Lynx	■	Atari ST/Falcon	■
Commodore Amiga A500	■	Commodore CD-32	■
Commodore Amiga A1200	■	Apple Macintosh	■
Acorn Archimedes	■	PC	■
PC CD-ROM	■	PC Engine	■
Neo Geo	■	Philips CD-i	■
3DO	■	Sega MultiMega	■
Sega Mars/Mega-32	■	Sega Saturn	■
Nintendo Project Reality	■	Sony PSX/Playstation	■
Nintendo Super GameBoy	■	Nintendo VR	■

18.How many games do you own?

None	■	One	■	2-5	■
6-10	■	11-25	■	26-50	■
More than 50			■		

19. On average how many games do you buy?

Never buy games	■	A couple every year	■
One every three months	■	One every couple of months	■
One per month	■	Two per month	■
Three per month	■	Four per month	■
Five per month	■	More than five	■

20. How many games do you get given (as presents etc)?

None	■	A couple every year	■
One every three months	■	One every couple of months	■
One per month	■	Two per month	■
Over two per month	■		

21. How many videos do you rent per week on average ?

None	■	1 - 2	■
3 - 4	■	5 or more	■

22. On average, how much money do you spend each month on games and games equipment?

Nothing	■	Under £10	■
£10-24	■	£25-49	■
£50-74	■	£75-100	■
£100-149	■	£150-199	■
£200-299	■	Over £300	■

23. How many different games do you play in a month - either of your own, at a friend's or elsewhere?

None	■	1-5	■
6-10	■	11-15	■
15-20	■	Over 20	■

24. How long have you been playing computer and video games?

A month or less	■	1-3 months	■
3-6 months	■	6-12 months	■
12-18 months	■	18 months - 2 years	■
2-3 years	■	3-4 years	■
4-6 years	■	Over 6 years	■

25. In order of preference, which of the following are the most important things that help you decide which game to buy? (1 is most important, 10 is least important)

Games mag review	■
Games mag preview	■
Recommendation by a friend	■
Advert in a games mag	■
Editorial coverage in other types of magazine	■
Seeing it on TV	■
Seeing an advert on TV	■
Seeing a poster	■
Seeing it at an exhibition	■
Shop demonstration	■
Rent to try out first	■

Something else, namely:..

26. Where do you normally buy your games and games equipment?

Dixons	■	Virgin	■
Woolworths	■	Argos	■
Comet	■	Boots	■
Toys R Us	■	WH Smith	■
Microbyte Games	■	Our Price	■
HMV	■	Curry's	■
Rumbelows	■	Future Zone	■
John Menzies	■	Game	■
Blockbuster Video	■	Ritz	■
Tandy	■	Beatties	■
Mail order	■	Local specialist shop	■

27. What you think of the following games publishers (please tick one box only per publisher)?

Games Publisher	Good	OK	Poor	Don't know	Never heard of
Acclaim	■	■	■	■	■
Accolade	■	■	■	■	■
CapCom	■	■	■	■	■
Codemasters	■	■	■	■	■
Core Design	■	■	■	■	■
Cyberdreams	■	■	■	■	■
Domark	■	■	■	■	■
Electronic Arts	■	■	■	■	■
Elite	■	■	■	■	■
Empire	■	■	■	■	■
Gametek	■	■	■	■	■
Gremlin Graphics	■	■	■	■	■
Infogrames	■	■	■	■	■
JVC	■	■	■	■	■
Konami	■	■	■	■	■
Lucas Arts	■	■	■	■	■
Marubeni	■	■	■	■	■
Maxis	■	■	■	■	■
Microprose	■	■	■	■	■
Mindscape	■	■	■	■	■
Nintendo	■	■	■	■	■
Ocean	■	■	■	■	■
Psygnosis	■	■	■	■	■
Renegade	■	■	■	■	■
Sales Curve/SCI	■	■	■	■	■
Sega	■	■	■	■	■
Sierra	■	■	■	■	■
Sony	■	■	■	■	■
Supervision	■	■	■	■	■
Tekmagic	■	■	■	■	■
Tengen	■	■	■	■	■
THQ	■	■	■	■	■
US Gold	■	■	■	■	■
Virgin	■	■	■	■	■
Other favourite:	■	■	■	■	■

....

ABOUT THE MAGAZINES

28. Where do you usually buy your video games magazines from?

WH Smith	■	John Menzies	■
Martins	■	Fourbuoys	■
Tesco	■	Sainsburys	■
Asda	■	Woolworths	■
Safeway	■	Waitrose	■
7-Eleven	■	Petrol Station	■
SuperDrug	■	Local newsagent	■
Subscription	■	Somewhere	

else:..

29. Is your copy of Mean Machines Sega either:
Saved for you by the newsagent? ■
Or, delivered to you by the newsagent? ■

30. Who pays for the magazine?
You ■
Your parents/other relative ■
A friend ■

31. How many other people apart from yourself will see your copy of Mean Machines Sega?

Nobody else	■	One	■
Two	■	Three	■
Four	■	Five	■

More than five (please write in number)............

32. How often do you (1) buy or (2) see (perhaps a friend's copy) of Mean Machines Sega?

	1: Buy	2: See
Every month	■	■
Once every couple of months	■	■
Once every three months	■	■
Less often	■	■
Only when there is a free gift	■	■

33. How long have you been buying Mean Machines Sega?

One month	■	1-3 months	■
3-6 months	■	6-12 months	■
12-18 months	■	18 months - 2 years	■
Over 2 years	■		

34. Would you ever buy a game without seeing a review in Mean Machines Sega?
Yes ■ No ■

35. How do you rate Mean Machines Sega as a games mag?
(10 = brilliant, 1 = very poor)

1 ■	2 ■	3 ■	4 ■	5 ■
6 ■	7 ■	8 ■	9 ■	10 ■

36. What do you think of the different sections of Mean Machines Sega?

	Good	Average	Poor
Covers	■	■	■
Cover gifts	■	■	■
News	■	■	■
Previews	■	■	■
Reviews	■	■	■
Competitions	■	■	■
Cheats and hints	■	■	■

37. What other magazines do you normally buy or see, or used to buy but don't any more - and how would you rate each of them out of 10 (where 10 is brilliant and 1 is rubbish)?

Magazine	Buy	See	Used to buy	Rate
Sega Magazine	■	■	■	■
Sega Power	■	■	■	■
Sega Pro	■	■	■	■
Mega	■	■	■	■
Megatech	■	■	■	■
Sega Megadrive Advanced				
Gaming	■	■	■	■
Sonic the Comic	■	■	■	■
Mega Power	■	■	■	■
Sega Solutions	■	■	■	■
Computer and Video Games	■	■	■	■
GamesMaster	■	■	■	■
Edge	■	■	■	■
Max Overload	■	■	■	■
Games World	■	■	■	■
Match	■	■	■	■
Shoot	■	■	■	■

38. How did you first find out about Mean Machines Sega?

From a friend	■	In a newsagent	■
From a magazine advertisement	■	At an exhibition	■
From a TV show	■	From a radio ad	■

From a leaflet in a hardware or software purchase ■
Somewhere else, namely:..

39. If you could change one thing about Mean Machines Sega to make it better what would it be?
....
....
....
....
....
....
....

IF YOU WANT TO BE INCLUDED IN THE PRIZE COMPETITION, MAKE SURE YOU FILL IN THE COUPON BELOW:

40. Your name
....

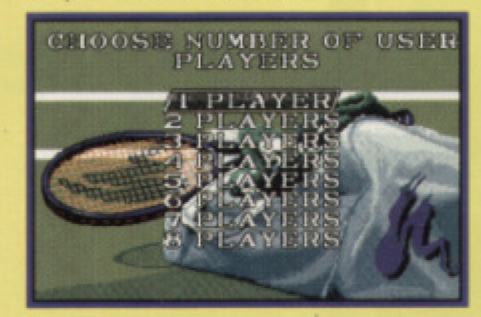
41. Your address
....
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Pete Sampras TENNIS

HUGE TOUR
Not satisfied with just one bonus game, eh? Zen get your teeth around the Huge Tour zat allows you to embark on a full season's world tour with up to eight individual players, each with their own password. To play the season, select zee number of players and enter zer passwords. If no password is entered, zen a new season starts. You can cycle through the options at zee bottom of the screen to control your progress:

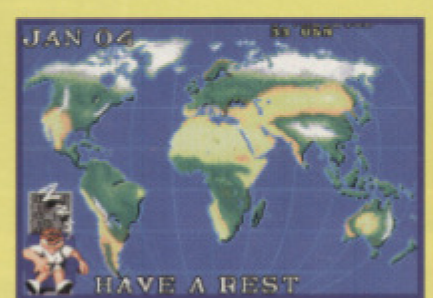
GIVE ME A PASSWORD
Gives the current password required to continue.



LOOK AT RANKINGS
Displays the positions of all the competitors.

LOOK AT RANKINGS

HAVE A REST
Do not compete in the week's tournaments.
If have to fulfil zee conditions of all tournaments, that means no Jeremy Bates playing in the Women's Final at the French Open! If you can't compete zen take a petit breather. Phew!



ARGUE WITH THE UMPIRE
But finally I leave the world of Pete Sampras with zis beautiful Argue Cheat. All you do is hold down DOWN-RIGHT and START when you are about to serve.

STREETS OF RAGE 3

Mais oui, I very much like your Rage music. All zose flashing lights and zumping speakers. You 'ave so many top rage bands like Cappella and zee Prodigy. I must calm down a bit it's all getting too 'ectic. Maintenant to zee top teep from a top teepster going by the name of Alex Hodgson who lives in Londres. For a level select on Streets of Rage 3 when you come to zee SELECTION MENU, hold B, press UP and with OPTION highlighted hit the START. Et voila, you will 'ear a chime. For an added bonus, I 'ave zee instructions to play zee boss Shiva, brrrrr! All you do is defeat him and then hold B until you get to zee next stage. Now die 'orribly and when you come to zee character selection, vous can choose 'im.





BEAUTY AND THE BEAST

ROAR OF THE BEAST
Now mon cousin Paul warned me of the teeping prowess of the Miller brothers, but I 'ad no idee as to their true ability. Voici, un level select for this hairy monster. At the second title screen, press, UP, RIGHT, A, B, A, DOWN, LEFT, A, DOWN, B, UP, B, B, A, and then start the game.



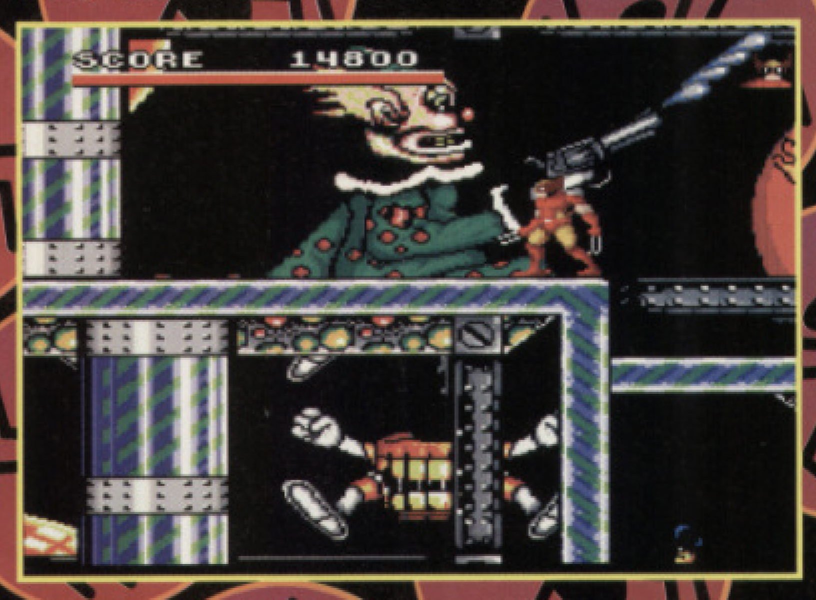
BELLE'S QUEST
What you want more from zee Miller brothers? Well here iz another level select, but zis time for Belle's Quest. At the second title screen pump in, B, UP, B, B, A, UP, RIGHT, A, B, A, DOWN, LEFT, A, DOWN, and zen press START. Terrifique!



▲ *The Purple Rose of Cairo, Woody Allen fans!*

SPIDERMAN AND THE X-MEN

James Newman from Amersham offers an 'elping 'and to zose in grand trouble wiz zis tricky garçon. It iz quite difficult to do, but well worth zee effort. Make sure you only 'ave controller one plugged in, and zen before you switch on zee Megadrive, press and hold A, C, and DOWN. Switch on zee Megadrive and press START still holding the buttons. Quickly unplug controller one, plug it into two and press START. Finally unplug the controller from two and put it back into one, and once more press START. If it comes up as TWO PLAYER zen it 'as worked. Now during zee game, to restore both energy and mutant power to max simply PAUSE and UNPAUSE the game. Les Adventures de Tintin!



MEGA TURRICAN

As you know very well, France is a nation of lovers, we are so romantic. Just think about it, we invented zee French Kiss. France: un, Grand-Bretagne nul! Of course zis 'as absolutement rien to do with an excellent hidden stage in Mega Turrican, but I just thought zat I'd rub it in a bit. To get to zee stage, go through zee first stage and collect every single diamond. Bear in mind zat your score must end in double zero (00). Zen at zee bottom of zee escalator, run to zee right to find zee stage hidden full of diamonds, power-ups, and 1-ups. A grand Merci to Robert Goodwin of Exeter for zat tres jolis teep.



Dracula

Do you know what we call Dracula in French? Yes zat's right, Dracula! If you want a level select for zee one with fangs, zen roll up as young Timothy Verrinder from Bradford-on-Avon doe zee business. As the battlefield scrolls press, DOWN, RIGHT, A, C, UP, LEFT, A. During the game at any time, hit PAUSE and push UP to jump zee level.

Wait a minute, cut to end of dream sequence...wibble, wobble, wibble, wobble. Was it all just a dream? I don't remember much except I was some French bloke, and something about an under sea summertime retreat. Bizarre! But not to worry Tip Stars, I'm back to good ol' me and looking forward to your top tips to win a cart. Fantastique! Aaaargh!

Ren & Stimpy

Yes we too in France 'ave 'ad zee pleasure of meeting zee crazy Chihuahua and 'iz stupid fat cat. If you're having a few problemes with zis, Chris Biggar and Leo Kenny 'ave some codes:

Level	Code
2	8B20000 - 004C4SR
3	8900004 - 884C2SI
4	831000B - D8N6250
5	832000H - TB424SM

MEGA-CD

SOL FEACE

Bonjour Nicholas Warters of Middlesbrough, and merci for your top teep. Instead of pressing START on the title screen, input A, B, C, A, B, C, B, C, B, A. You should 'ear a tinkle, and when the config mode is accessed, the extra options will appear, comme magique, at the bottom of the screen. If you zen go to zee NORMAL/EASY selection, and keep tapping LEFT and A, Mutika, an indestructible character, should appear. But make sure zat you keep A pressed at all times to make it work. Delicieuse!

GAME GEAR

ECCO THE DOLPHIN

I 'ave a very good friend over 'ere who goes by zee name of Jacques Cousteau. Ee is an expert in zee world of marine wildlife, but I don't zink zat he's ever 'ad zee chance to meet Ecco zee Dolphin. Young Bobby Beck from Reading has provided me with zee level passwords to zee Game Gear version.

1. Medusa Bay	QMBRB
2. Under Caves	YMCNV
3. Ridge Water	WRRKD
4. Open Ocean	GSCIE
5. Cold Water	YAFCS
6. Open Ocean	GCCUG
7. Deep Water	SKSEH
8. The City of Forever	ECICK
9. Origin Beach	CKSQJ
10. Dark Water	EEKCK
11. Deep Water	YOLGV
12. The City of Forever	MEMSK
13. The Tube	SWOUO
14. The Machine	EOPWW
15. The Vortex	VQQGW

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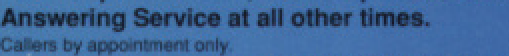
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BUBBA 'N' STIX

The Core comedy duo, Bubba 'N' Stix, have certainly set a tough task for gamesters everywhere. But fear not if you're having problems completing all of the levels of this thinking man's platform game, because the Tipsmeister of the universe, Paul Bufton, is here to guide you to eternal glory.

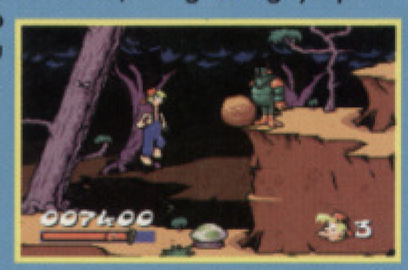


1 alien forest

The perfect opportunity to master Stix's abilities, the first level offers no great challenge. There are a few tricky teasers just to get you in the swing for the:

MUSHROOM OMELETTE

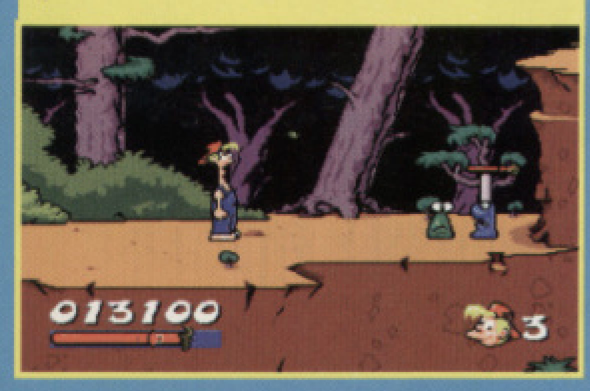
Oooh! Time for big springy mushies. Bounce up on this, but beware, the green guy up on high wants to tenderise you with a rather large boulder. As soon as you reach the same level jump away, which results in him dropping the boulder that conveniently rebounds to flatten him.



ONE LUMP OR TWO

These two little critters are unaware that they can help out our heroes. All you have to do is lob Stix to bonce the blue one on the head, and so in true comedy style he gets a bump with Stix resting on top. Take a leap and you're up to the top.

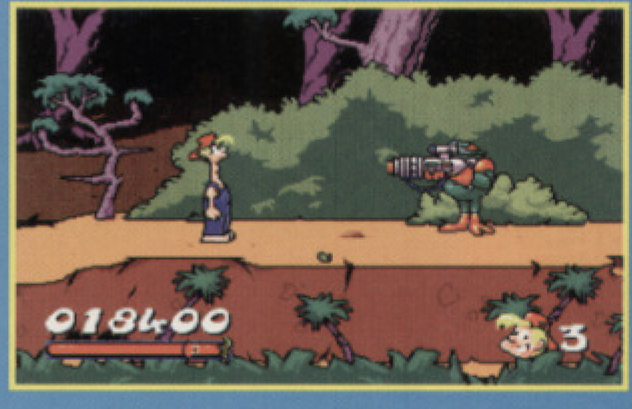
▼ *Is that a Stix on your head or are you just pleased to see me?*



DUCK SHOT

Now what do you do when you see a big alien with a gun? DUCK! It's as simple as that. When his blaster goes off, the recoil will send him flailing.

ORANGE FRUITIE MONSTER



Now you don't want to try walking over those spikes, so how are you going get across? Easy. Bung your friendly twig onto the ledge above, and Stix's weight should unbalance the boulder on the edge. The boulder knocks the zzz-ing alien on the nut, rebounds to create a step, and pizza blob starts to crawl away, handily keeping your tootsies clear of danger.



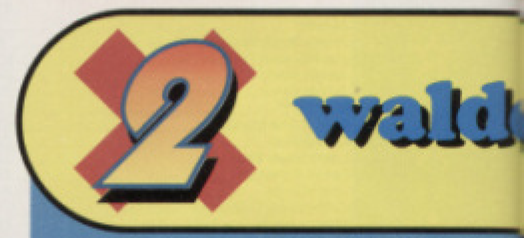
KAMIKAZE BUBBA

Don't worry about getting shot by the geezer at the end of level. In fact, he's doing Bubba a favour by teleporting him and the branch to the next level.



2 waldo...

Our two heroes are doing bird in Waldo's clink. The only means of escape is to find and switch five levers dotted around the platforms. Teleporting is the only way to travel, so choose your level by standing on the switch and throw Stix at the lever.





BARREL OF LAUGHS

Kicking off from here, the first task is to get out of the cell.



This is an extremely tough level. All manner of danger lacks around the most innocent looking boulder. The aim is to hit the levers with the bulbs so that you have a luvverly set of illuminations in the top right.

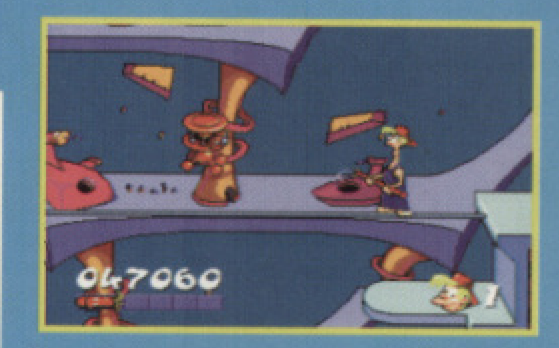


RUM-BLED

It may seem ridiculous, but you want to start an earthquake. Not to worry, by hitting this rock, the earth will tremble releasing essential debris to aid progress.

HIGH WIRED

Now this is blimmin' tough. The key to getting across is by tapping RIGHT on the D-pad, but do not hold the direction for too long or you'll fall.



FLAT OUT

Now listen very carefully, I will say this only once.
Walk to the far left of the platform and turn on the vacuum. Now head over to this tube and remove the cover using Stix. Find the steamroller, smack it on the back, and stand clear. Return to the tube and wait until the roller has finished flattening the blue monster. Stand on the monster and when he pops back into shape, he will project you up and into the vacuum.



PASSWORD –8XWQ7DCITZ

3 volcano

BALLOON MODELLING

Go and hit this bulb-lever, and watch Stix become a very poor excuse for a zero-G hotdog. Bubba must guide him across the dreaded balloon machine and hit the button to release him.

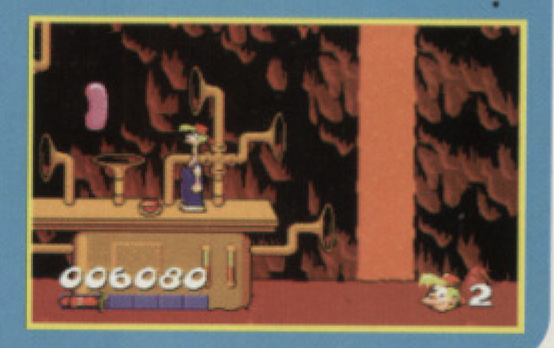
POP STIX

Place Stix on the hole to the left, jump and Bubba's sealed in a balloon. Give Stix the famous Lone Ranger/Silver buddy whistle, and he'll pop the balloon so you can fall onto the unreachable platform.



NOT MORE TIGHTROPING!

Oh yes, I'm afraid so. Go to the top of the left side, insert Stix into the hole and some lava will fall onto the but-



THE ART OF STIX

Apart from being a weapon, Stix is a very helpful tool during Bubba's quest.

PLATFORM
If you see a hole in the wall, plug Stix in to give Bubba a boost.

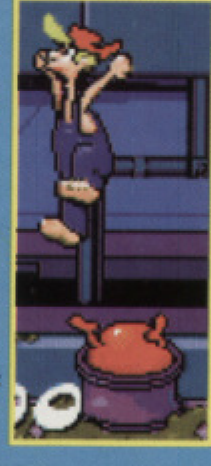
LEVERING
By standing next to an object, pushing in the same direction and pressing A, Bubba can lever items obstructing his

...'s space ship

Use Stix to lever the barrel from the bottom, sending it off on a roll. Avoiding the tumbling tub, take Stix and stick him into the hole on the left.

TRASHCAN BANQUET

Hit a lever to the right, and pop-bang, a little red creature appears. Take a pop at the barrel with Stix to remove the lid. Then watch the little creature dive in and eat until he almost explodes. Once stuffed, jump off his belly.



HALF PINTER

Take a trip to the far left and find a lever that produces bipedal bottles of milk. Lead the bottle over to the monster, and he will drink it dry. The milk makes him inflate, allowing Bubba to use him as a trampoline to the door on the above level.

▲ Should Bubba let this escaped alien psycho have his pint of milk?



FUZZBALL

A dozy red ball can be found by flicking this lever.To get to the next door switch thump him on the head and use him as a handy bunk-up in tricky places. He doesn't mind, honest.

▼ Bubba volunteers for care in the community.



SNOOKER LOOPY

After the bowling ball has tumbled from the wall, use Stix, in true Steve Davis style, as a handy snooker cue.Take aim at the ledge, and pocket it on the lower platform. On the lower platform, poke the red ball towards the blue thing, and he'll eat him for you.

▼ "If I could just reach that last piece of Edam."



PASSWORD – 6NWP49VVJS



It's time to get wet. Luckily Stix doubles up as a snorkel. No not a crap furry school coat, something that assists sub-aqua respiration. Watch out for the Puffa Fish and those pesky darts.

WET FEET



Stix goes in the left-hand hole to drain the water, move Bubba to the right and call Stix. Make sure you quickly stuff Stix into the wall to get up the other side.

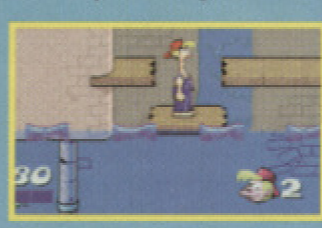
FISH HOOK

Open the door a tad with Stix. Hop into the pool and push the button to drain the water. Finish off the washed up fish and the last one should be in range of Stix's boomerang throw. Raise the water again and open the door fully.



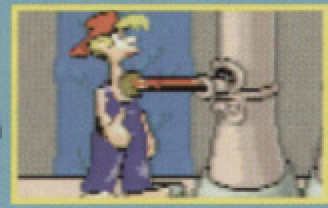
BACK RAFT

The key to this puzzle is the piece of log that falls when you walk on the left side of the platform. Place Stix in the hole on the right, and jump down to use the button for the water level. Get onto the section of log that fell down and use it as a raft to that fabulous re-start point.



TONGUES OUT

Put Stix in the first pipe to make him stick out his tongue. Use this platform to jump to the left and crawl under the spikes to plug the hole on the left to make the watertop up. Now over to the top right-hand corner where the button will make the water completely drain. Hurrah! Bubba can now descend without being spiked in the bot by the blow pipes.



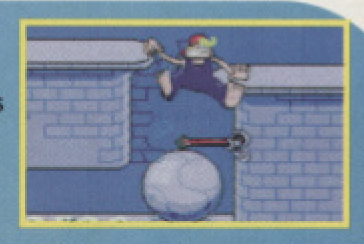
PILLAR OF THE COMMUNITY

Impassible? Naw. Drain the water, throw Stix at the pillar to bust it open, raise the water and swim for your life.



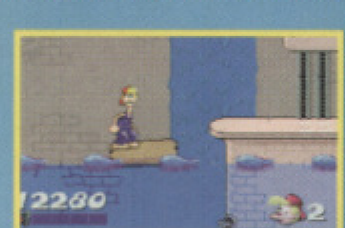
ICE CREAM FLOAT

Bit of a tricky one here. Hit the button on the right to lower the water. Stand on the sphere and put Stix in the wall. The water will rise drowning Bubba, not to worry because when it hits high tide, call Stix and take a leap off the bobbing ball to the high platform.



RAFT-A-RAMA

An encore for the log bit as you loosen the raft here. Insert Stix into the hole on the bottom right and travel left. At the lower platform, slog the two blobs into the water and skip across. Now it's onward to the final level.



PASSWORD – 125Z4MWHQL



This is the biggie. It's do or die time. Keep your head together and beware of the lasers zapping around. At the end of the level it's time to do battle with the monster Robo-Stix.

STEP AEROBICS



Avoid the lasers of these two and smash 'em with Stix. While stunned they make a very helpful bunk up.

PARCEL FORCE



To grab a lift up on a rocket powered BBQ, hit the button on the right. When on the top left platform, push the button. Skip to the right ledge and get the laser to blast the parcel onto the button below. Now it's a mad dash for that re-start point.

EXCESS BAGGAGE



Using Stix, lever the baggage over the head of the collecting machine. It will be swallowed by the hole and end up on the opposite side of the level. Another handy bunk up.

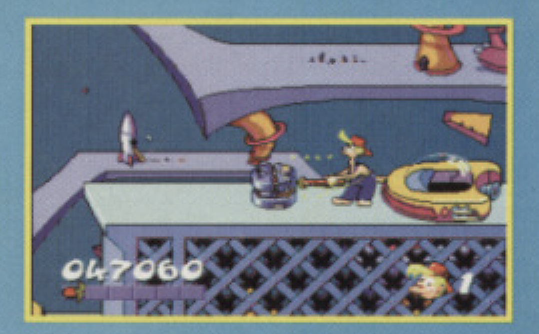
HIGH WIRE

The answer to this tough section is timing, oh yeah, and avoiding the red robots and their laser blasts.



GOING UP

Bash this rusty old tin can to kick start him and whisk you to the final conflict.



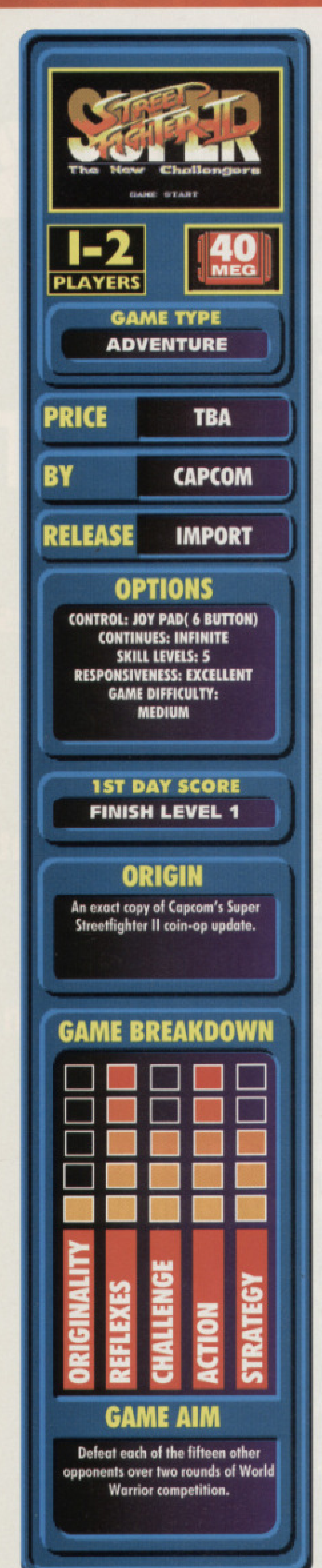
ROBO-STIX

The final battle with the evil Waldo is a Stix-to-Stix combat round. Using the good and wholesome Stix, Bubba must thwack the baddie remote-controlled Robo-Stix. But this is up to you. It takes time and patience, but keep at it, and the end sequence is yours. Yippee!

PASSWORD -XYW4I3W3NG



MAXIMUM
SUPER STREETFIGHTER REVIEWED – EXCLUSIVE 16-PAGE SUPPLEMENT
Once again, SEGA MAGAZINE is first for top smart ace games. Issue 8 – out now – features the first Megadrive Super Streetfighter review, plus Mortal Kombat 2, an exclusive review of the incredible Shining Force 2, Virtua Star Wars, Rocket Knight 2, Battlecorps, Konami's long-awaited Probotector and yet more amazing (and very exclusive) Mega-32 coverage. And it's funnier than usual as well.
SEGA MAGZINE ISSUE 8 – OUT NOW PRICED £2.25
IT WILL QUITE LITERALLY MELT YOUR SPINE WITH BRILLIANCE
SEGA
MAGAZINE
BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE









By chance, inspiration, or dogged dedication, Capcom managed to create a video game beyond their expectations in early 1991. Entitled Streetfighter II, it was a sequel to a mildly successful combat game of 1987, which featured an array of strange characters fighting one-on-one, whose repertoire of fighting techniques went beyond physical and into mystical attacks. Only this basic principle survived into the sequel (with a couple of the more intriguing characters). Every other aspect of the game was expanded, improved and redesigned. Music, graphics, animation all received the treatment that had earned Capcom respect as an arcade manufacturer. But Streetfighter II had more.

Games players around the globe appreciated its finer qualities. Each of the original eight characters was a synergy of cool image and action. Their moves matched their personalities; even as personalities they complemented each other. Best of all, in action there was a tangible link between player and character. The potential for subtlety was endless. It was possible, with sufficient effort, to become a master of the game, obliterating all comers, learning the intricacies of each combatant.

In the light of its success, Capcom have since worked on countless money-spinning updates without creating anything essentially new. The first was Streetfighter Champion Edition, which included the option of controlling the four bosses. Next was Turbo, a souped-up version of the Champion Edition that Capcom released with the intention of curtailing the market in pirate Streetfighter machines. Finally, Super Streetfighter, the most comprehensive update of all, with four all-new characters and locations, digital Q-sound, re-vamped graphics and animations. This is the work that comes before you now.



COMMENT

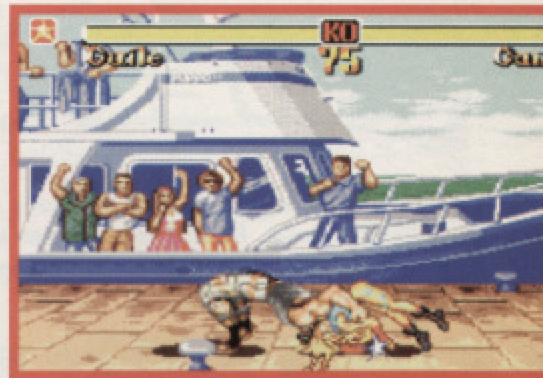


STEVE

The anticipation of Super SFII has been nothing compared to that of the SCE conversion last year. I feel that the addition of the four new characters isn't enough to warrant a seperate cart. In terms of playability, this is as playable as the Capcom coin-op ever was, and the graphics have also been tweaked to seem a little smoother. However, the sound is even worse than before, with some unrecognisable samples. Cliched it may sound, but if you're still a Streetfigter addict, this is the perfect fix. Personally, I think it's time Capcom tried something new.







▲ *The two camouflage kids swop suplex tips.*

DOOZY QUATTRO

Acquaint yourself with the challengers exclusive to Super Streetfighter II. New nationalities, novel personalities and all-new fighting techniques.

CAMMY



"Capricious, her personality changes with the weather. Naive to the ways of the world, her childishness is coupled with her ruthlessness on some days."

Cammy is a British secret agent, who was originally found unconscious on the steps of the Secret Agency Academy. Her performance during guerilla training for the SAS was exemplary, rapidly rising to become Special Forces' top agent, and the natural selection for the World Warrior tournament. However, once the competition begins, her erased memories begin to return, revealing a horrible secret!

ORIGIN

UK, the stage set in front of a deserted Highland castle, with the Aurora Borealis shimmering in the background. Gloomy, deserted and atmospheric.

FIGHTING STYLE

Cammy combines beauty and athleticism to deadly effect. So many of her moves are kicks, as her long legs have more reach and power than her arms. The height she achieves in jumps makes her particularly effective in mid-air. Cammy is suited to fast, light attacks. One weakness is her specials, which generally leave her quite vulnerable.

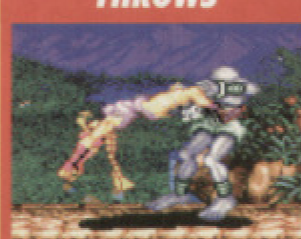
THRUST KICK





Her most powerful attack, the Thrust Kick is an aerial kick, where Cammy strikes the target at the point of launch and then achieves incredible elevation. It may be performed within a very tight range.

THROWS



On the ground, Cammy borrows the Suplex that Guile uses to great effect, but she has her own sensational thigh throw, putting those devastating legs into action again.

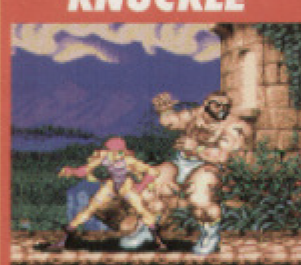
SPECIALS

CANNON DRILL



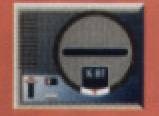
Cammy becomes a human projectile, flying horizontally at opponents. This special is quick and easy to execute, but if blocked it leaves her open to opponents' throws.

SPINNING KNUCKLE



Cammy twists to deliver a double upper-body blow. This combination punch is literally stunning, but once again puts Cammy within the attacking range of her target. Timing is all important.

MEGA GAME



DEE JAY



"A smooth talker, he's cheerful though often flippant, he doesn't mess around. A hot trend-setter he never stops smiling (even when he's asleep)."

The inspiration for Dee Jay came from Capcom's US division. Dee Jay has two passions: kickboxing and music, both of which complement his flamboyant style. He trained in Western-style kickboxing on his native island paradise of Jamaica, but he eschews the restriction of strict fighting rules for the freedom of expression he finds in streetfighting. He firmly believes he's destined for fame in some shape or form.

ORIGIN

The lush Carribean island of Jamaica. Dee Jay's bouts take place against a magnificent indigo sunset, as musicians entertain tourists, locals and dancers.

FIGHTING STYLE

Dee Jay is a joy to play because he fights with such conviction. His kick moves are very powerful and are easy to string into combinations. His main obvious drawback is lack of speed. Dee Jay is suited to players who share his showmanlike temperament.

SPECIALS

MAX OUT



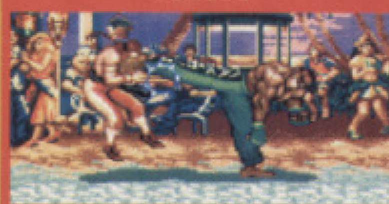
Dee Jay's one long-range special. Performed like Guile's Sonic Boom, it's a similar sort of projectile attack. However, it is very slow-moving.

HYPER FIST



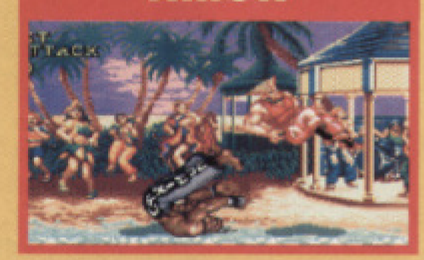
A bizarre special. Dee Jay powers up his trembling fist while standing still. It's mostly a defensive tactic, but has the advantage of lasting for some time.

DOUBLE DREAD KICK



Very stylish combination kick attack that requires a mastery of balance. It's mid-range and needs timing, but takes a major energy premium.

THROW



Both leg-based, and ground launched. The shoulder toss and backflip toss are equally effective, if not overly exciting to witness.

FEI LONG



Hot blooded and reckless he acts impulsively. He makes rash assumptions and is easily brought to tears. And he's always about to explode".

Like every other young oriental, Fei Long dreamed of stardom in martial arts movies, following the careers of Bruce Lee and Jackie Chan, and as such it led him to devote every waking moment to the pursuit of Kung Fu. But Fei Long's innate seriousness taught him to place honour, discipline and perfection in his art before cheap glamour and acclaim. Still, he couldn't resist the prospect of proving himself against the best in the World Warrior Tournament.

ORIGIN

Native to Hong Kong, Fei Long opts to train in the solitude and tranquility of the Temple. The figures of mystical beasts encircle the simple arena.

FIGHTING STYLE

Noticeably, more experienced Streetfighters select Fei Long, probably as he's the best all round fighter for fast attack, ample defence and substantial specials. It takes some practice to use his jittery, nervous style productively, but on balance, he's the best of the new intake.

SPECIALS

BLAZING FLAME PUNCH



This unusual special launches Fei Long into a headlong flurry of blows at his enemy. By repeating the action, three can be linked together seamlessly.

THROW



Fei Long surprises many opponents with the speed and strength of his throwing. Also, the savagery of his hair throw transcends the conventions of even streetfighting.

FIRE FURY KICK



Fei Long's second special is a spinning vertically launched kick that produces a fiery tornado. For all the world like a lower body Dragon Punch.



T. HAWK

"Unsociable but warm-hearted he has an undying respect for animals. He prefers not to fight, but once he gets angry look out!".

Indian spirit abides in T. Hawk, who has entered the World Warrior Tournament in an effort to reclaim his tribal homeland. The area was snatched by M. Bison's Shadolu organisation. Despite his frightening size, his gentle spirit arises out of a communion with nature, a deep sense of morality and a warm heart.

ORIGIN

With no Reservation to live on, T. Hawk has moved to a Mexican village, and fights his bouts in the midst of the village market. Entertainers, market sellers and supporters look on.

FIGHTING STYLE

The fighter's bulk inevitably places restrictions on speed, and to be honest, most players cannot be bothered mastering the disciplines that playing T. Hawk requires. A cumbersome wrestler, he's suited to close-range ground combat, where his throws and holds work best.

SPECIALS

THE CONDOR DIVE



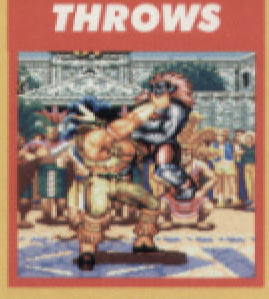
With this, T.Hawk turns a normal jump into a swooping dive. Enough to knock any opponent of their feet and one of his quickest moves.

SKULLBUSTER



His powerful calves are used to launch him at his opponents. The impact is satisfyingly damaging.

THROWS



Like Zangief, T.Hawk would rather hold onto his foes and smash their faces or choke them, but he has one high-tossing throw.

STORM HAMMER

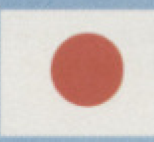


The pay-off for T.Hawk's other weaknesses, a mother of a throw. Victims are spun like rag dolls and sustain massive damage on landing.

THE DIRTY DOZEN

The twelve fighters from Streetfighter II CE and Turbo have been retained for Super Streetfighter, but tweaks have been made to their profiles. For the most part, this is to extend their range and prowess, but it was felt that some characters were too powerful in the original game.

RYU



One time pupil of Sheng Long, skilled in a mystical art similar to karate. Good all round powers; strength, timing and agility. Ryu is a one-time Streetfighter champion.

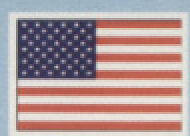
SPECIALS
- DRAGON PUNCH
- HURRICANE KICK
- CYCLONE PUNCH

SUPER MODIFICATIONS

FIRE CYCLONE PUNCH

AIR HURRICANE KICK

KEN



Trained with Ryu in Japan in the same disciplines but left for the USA to fight more challenging opposition. Desires fame and fortune as well as fighting victory.

SPECIALS
- DRAGON PUNCH
- HURRICANE KICK
- CYCLONE PUNCH

SUPER MODIFICATIONS

AIR HURRICANE KICK





FLAMING DRAGON PUNCH



COMMENT



GUS

Unlike last year, there's little sense of anticipation accompanying the release of Super Streetfighter II. The previous SCE edition proved that a competent and faithful Megadrive conversion was possible, and this update is every bit as good, and in my opinion even better. However, the improvement, beyond the new characters and spruced-up graphics, isn't so great as to recommend buying Super SFII in addition to the SCE edition. As beat 'em ups go, Super SFII suffers from its own familiarity — the format is so predictable it offers no surprises. As combat products go, though, it's almost flawless.

CHUN LI

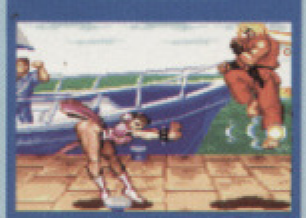


Fully fledged sister of the People's Republic, Chun Li revealed her emotional side at the end of SFII. She is simply the fastest exponent of Kung Fu in the world. Of all fighters, she has been the most modified.

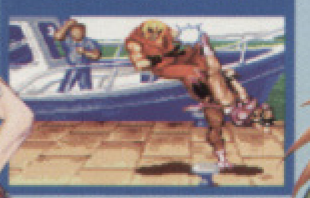
SPECIALS
- SPINNING BIRD KICK
- HUNDRED FOOT KICK
- BLUE FLAME FIREBALL

SUPER MODIFICATIONS

NEW KIKKOKEN FIREBALL



NEW ROUND-HOUSE KICK



HIGH SPINNING BIRD KICK



BLANKA

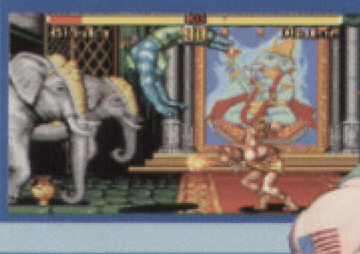


The sub-human from sub-tropical forests in South America. His appalling dental hygiene is enough to knock opponents out, but he has other means too.

SPECIALS
- ELECTRIC THUNDERSTORM
- CANNONBALL SPIN
- VERTICAL CANNONBALL

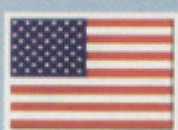
SUPER MODIFICATIONS

VERTICAL CANNONBALL KICK



BEAST ROLL

GUILE



The flat-topped, top-ranked master of combat karate, and the strongest combatant of the game. Even though the other combatants have risen to his level, Guile still has an enviable arsenal of moves.

SPECIALS
- SONIC BOOM
- SOMERSAULT KICK

SUPER MODIFICATIONS

NEW SONIC BOOM



NEW FORWARD KICK



ZANGIEF

Often ridiculed as a slow non-runner, many regret coming within Zangief's range. His deadly wrestling repertoire comes from bouts with wild bears on the Steppes. Probably.

SPECIALS
- DOUBLE LARIAT
- TURBO LARIAT
- SPINNING PILEDRIVER

SUPER MODIFICATIONS

SIBERIAN BEAR CRUSHER

NEW AIR BACKHAND TOSS



E. HONDA

Some think he looks like Betty Turpin (more hot-pot, Ken?), but he's devoted to his quest to make Sumo a respected fighting form. He's trained for this contest since child-hood.

SPECIALS
- HUNDRED HAND SLAP
- SUMO TORPEDO

SUPER MODIFICATIONS

SUMO SMASH



DHALSIM

Once named Barry Bethell, three years of the 'Slimfast' plan and intense yoga training produced the awe-inspiring creature with powers which defy the Laws of Nature.

SPECIALS
- YOGA FIRE
- YOGA FLAME
- TELEPORT

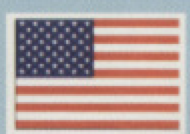
SUPER MODIFICATIONS

RAPID TELEPORT





BALROG



Boxer and thug, Balrog has the most powerful fists in the game. However, the discipline limits him to upper body moves, and he's susceptible to both speedy and low attacks.

SPECIALS

- TURNING PUNCH
- DASHING STRAIGHT PUNCH

SUPER MODIFICATIONS

SHOULDER BUTT

VEGA



Flamboyant, theatrical and latin to the soles of his espadrilles, Vega cuts a peculiarly androgynous dash for himself with his flowing locks and tight breeches. Perhaps the most athletic figure in the game.

SPECIALS

- ROLLING CRYSTAL FLASH
- BARCELONA ATTACK
- IZNA DROP

SUPER MODIFICATIONS

BACKFLIPS

BISON



His range of specials is unparalleled, borne out of his mysterious 'Shadow Fighting' technique, and he's learned even more since Champion Edition! If you're feeling really evil, M. Bison is the character to pick.

SPECIALS

- PSYCHO CRUSHER
- DOUBLE KNEE JERK
- FLYING HEAD PRESS

SUPER MODIFICATIONS

FLYING PSYCHO FIST



FIERCE UPPERCUT



SAGAT



Once the acknowledged World Warrior of Streetfighter, his star has fallen of late. His kick boxing style is as ugly as he is, but very effective. Sadly, nothing has been done to enhance his skills in 'Super'.

SPECIALS

- TIGER UPPERCUT
- TIGER SHOT

SUPERMODIFICATIONS



NONE



UPPERS AND DOWNERS

The fighting system is split into a logical system of upper body moves (mainly punches) and lower body moves (mostly kicks). Using a six-button joypad allows all of those to be accessed, but a conventional A, B and C pad switches between upper and lower via the Start button, making the newer pads a worthwhile investment.

GRAPHICS 94

▲Extremely faithful rendering of the arcade's original characters and backdrops. Highly defined and smoothly animated sprites.

SOUND 75

▼The weakest area of the whole package. Dalek-like speech and crackly sound effects.

PLAYABILITY 94

▲Instant beat 'em up gratification, with a distinctly improved 'feel' over SCE edition.
▼Slightly spoiled by a feeling of Deja-vu.

LASTABILITY 91

▲Guaranteed interest in a high-quality conversion from Capcom.
▼Surely not the same durability with all the similar games on the market.

VFM 89

▲A lot of memory for a competitive price.
▼The game itself doesn't convey enough original features.

OVERALL 92

The fighters' original and still extremely playable. The Streetfighter II story has progressed to its final chapter. Now for something new...

STAR WARS REBEL ASSAULT



1 PLAYERS

GAME TYPE: ADVENTURE

PRICE: £49.99

BY: JVC/ LUCAS ARTS

RELEASE: SEPTEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 3
RESPONSIVENESS: VARIES
GAME DIFFICULTY: EASY

1ST DAY SCORE

FINISH ON EASY

ORIGIN

Rebel Assault appeared on PC CD-ROM earlier this year. This is a close conversion of the Star Wars inspired title, also by Lucas Arts.

GAME BREAKDOWN



GAME AIM

Complete each of the fifteen stages, which lead you from rebel rookie, to Hero of the Republic.

There are signs that the protracted struggle between the Imperial forces and the Rebellion may be coming to an end. Since the fall of the Republic, a band of dissenters has defied the advance of the Empire across the galaxy. However, the Emperor has poured resources into the construction of a deadly new toy, which he has coyly named 'Death Star'. The size of a small moon, the Death Star has destructive power capable of obliterating an average-sized planet. With this weapon of terror, it would seem that the days of rebel resistance are numbered. The Death Star already threatens one of its outposts, Alderaan.

Whilst the Empire concentrates on constructing the Death Star, the Republican strongholds across the galaxy are training eager young pilots for a variety of combat tasks. Secret bases on Tatooine, Hoth, Kolaador and Yavin are the training grounds for squadrons who will harass Imperial convoys and Star Destroyers, repel landing parties and support the rebel fleet. But with the Death Star near completion, the parties are moving into a decisive end-game.

However, all is not lost. By good fortune, and the martyrdom of countless rebel agents, the blueprints for the Death Star have fallen into the lap of Princess Leia, Republican Commander. Analysts have quickly noticed a minor vulnerability in the main reactor, linked to the battle station's exhaust ducting. If just one of those rookie pilots was good enough to exploit this tiny weakness, the Death Star could be destroyed and the course of the war turned about.







EPIC STRUGGLE

Rebel Assault is a fifteen stage epic, covering a wide array of duties for your pilot. It follows the course of a career from the training stage, to designated missions, and even those dramatic moments when things don't go according to plan. Most, but not all of the stages are viewed from the cockpit of one of the Republic's fabulous space-craft, the X-wing, A-wing or Snow speeder. Some of the locations of the stages will be very familiar to Star Wars devotees.

STAGE 1 TRAINING

There are four separate training stages, presided over by rebel trainers Commander Jake Farrell and Ru Murleen. They will explain the purpose and instructions for each mission, designed to develop your positioning skills, reflexes and shooting accuracy.

TRAINING 1: CANYON

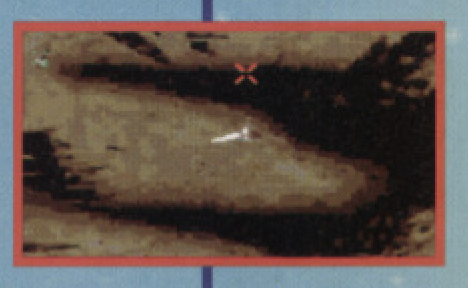
Thrown in at the deep end, you are one of three pilots negotiating the narrow, twisting canyons of Tatooine. Follow your wingmen and avoid wingtip contact with the canyon wall. This section is displayed in 3D FMV.

▲ Training shuttle speeds across Tatooine.

TRAINING 2: BOMBING

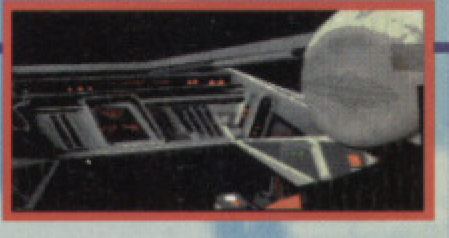


Your shooting accuracy is assessed by your performance on this overhead shooting section. Line up the moving and static ground targets with your sights, while avoiding high ground.

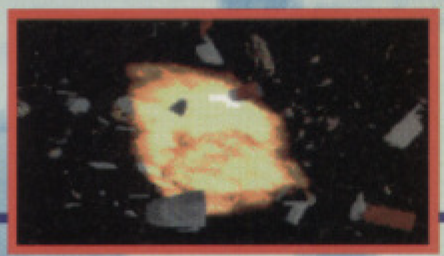


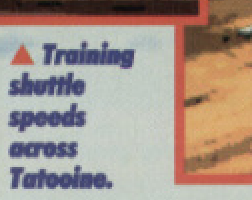
▼ Annihilation beckons in the Asteroid field.

ASTEROID NAVIGATION



In control of an A-wing, this perilous stage involves weaving through an asteroid field, following the recommended evasion paths for larger rocks, and using the ship's lasers to destroy smaller debris.







KOLAADOR

A barren rebel outpost, marked by peculiar rock formations which make it perfect for expert flying practise. This section plays much like the FMV section Canyon, with much narrower gaps and faster speeds. Complete Kolaador and you are a fully-commissioned pilot.



▲ Games action ahoy in this action packed screen shot





MENT

PAUL

Rebel Assault had the task of being a conversion of the PC game, and was also expected to bridge the gap between presentation and playability. But what a debut! Sure, there are downsides: the grainy FMV can be confusing in the high speed canyon runs, and the average gamer will find themselves literally skipping through levels. It should also be said that the game is on the most part point and shoot. But this is all about the Star Wars experience. And boy, this is 100% experience! You will find yourself pumped full of adrenalin as you go for another attempt on an Imperial Walker. If you are a fan of the original trilogy of films I strongly suggest you don't miss out on an absolute treat.

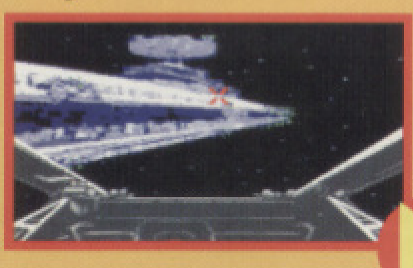
STAGE 2 STAR DESTROYER

Your first duty is to lead an X-wing attack on an Imperial Star Destroyer, a massive fleet vessel positioned above Tatooine. This daunting task means picking off the ship's defences before attacking the heavily-armoured globe turrets of the bridge.





▼A hair-raising sweep across the flank of the Star Destroyer.







STAGE 3 TATOOINE

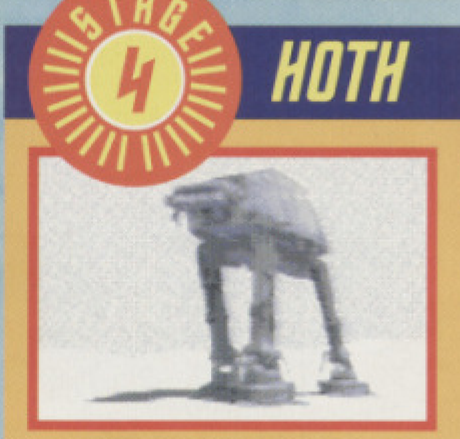
TIE FIGHTER CANYON

You return to the surface of your home planet on an urgent mission. Three Imperial TIE Fighters threaten to reveal the presence of the rebel base. Chase them down the familiar canyons you trained in, with the imperative to destroy them all.

▲ X-Wing poetry in motion.

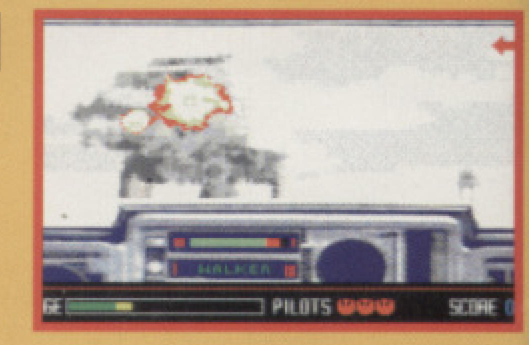


STAGE 4 HOTH



WALKER ATTACK

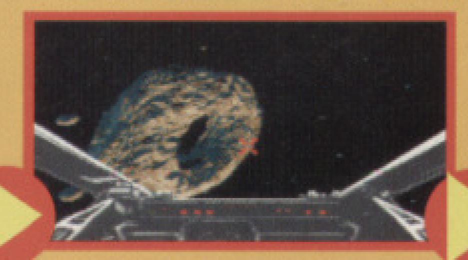
The rebel base on Hoth has been uncovered. Your role is to assist the evacuation by halting the advance of the monstrous Imperial walkers, elephantine metal beasts. Only by shooting every armoured panel of the vehicle is the walker stopped.



STAGE 6 ASTEROID BELT

Familiar ground to those who completed training, a thicker more demanding asteroid belt with the added pressure of audacious TIE fighter pilots chasing you.

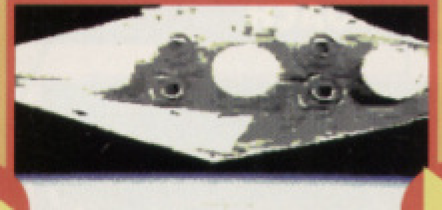




▲ No ring goes like a ringo goes, especially in Asteroid space — the Ringo zone!









Hit the Star Destroyer balls of doom!













Not last night but the night before, three TIE Fighters came to ma canyon.

MOS EISLEY

Unaware of the rebel build-up, the Imperial forces at Mos Eisley space port are taken unawares by your attack. Flying around the FMV landscape, take out as much kit — AT-ATs and ground artillery — as you can before the order to pull out is given.



HOTH BASE

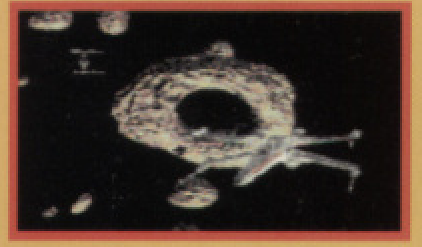
At last, a chance to stretch your legs! The base section follows the rookie through a series of chambers, taking out stormtroopers and selecting pathways. Some beautifully rendered graphics show you pounding through the base.



STAGE 5 IMPERIAL CONVOY

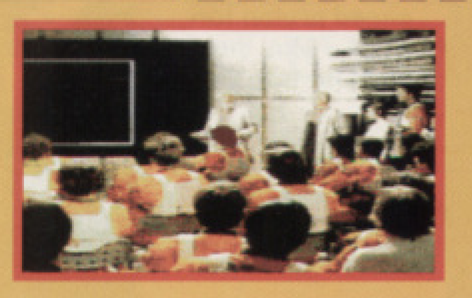
This short section takes you back into space, charged with the protection of the convoy fleeing Hoth. Fly around taking out TIE fighters until the transports make the jump to light speed — then follow them.





STAGE 7 YAVIN

The final assault on the Death Star is explained, but to be part of the glorious force, you have to prove yourself on Yavin's training canyon. Much like the other canyons, but with some torturous bends and racks of targets.





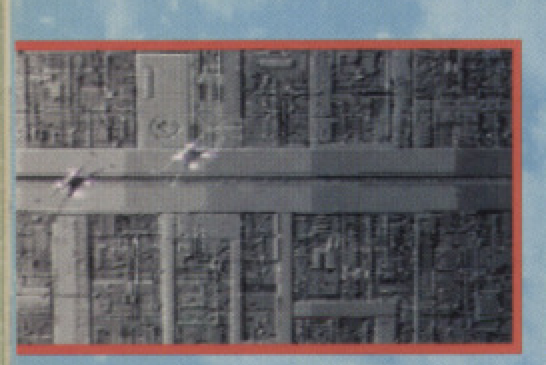
The ragged surface of Yavin.

COMMENT

GUS

The experience of PC game-players and Sega owners is totally different, so it's interesting to see how a game that performs so well on computer format does on a console. In terms of quality, Lucas Arts have made an excellent conversion. The rendered images are rather grainy, and the canyon sequences are slightly jerky, but still look remarkable on the average-sized TV. Having TIEs screaming out the screen at you makes it all the more impressive. Where graphics score highly, sound excels. The atmosphere created by the original music and authentic FX lift Rebel Assault into the realms of an experience rather than merely a game. But although the 15 levels cover a lot of game material, the first difficulty level is dismayingly easy to sail through. An average gamesplayer will be tackling the Death Star on his first evening of play. That really brings down the longevity of a game with an incredible atmosphere and some great play variety. Once again, it's a case of showcase over hard case.

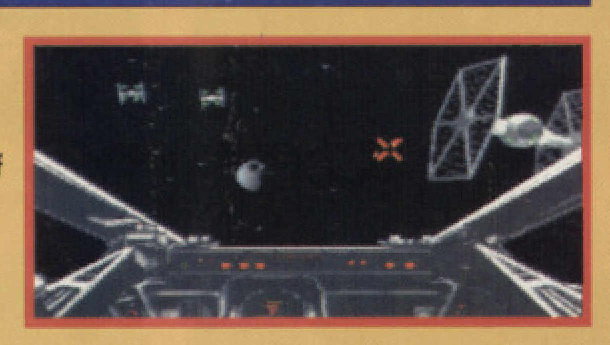




STAGE 8 THE DEATH STAR

APPROACH

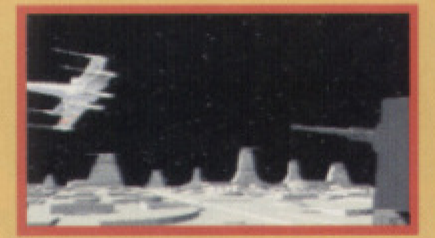
Imperial vanguards protect the approach to the station. As it looms nearer, moments of drama threaten to abort the mission. It is vital you protect your wingmen at this time.



SURFACE

A chance to rack up mega points by hugging the surface of the station and taking out turrets and targets. Alter your elevation with up and down on the joypad.





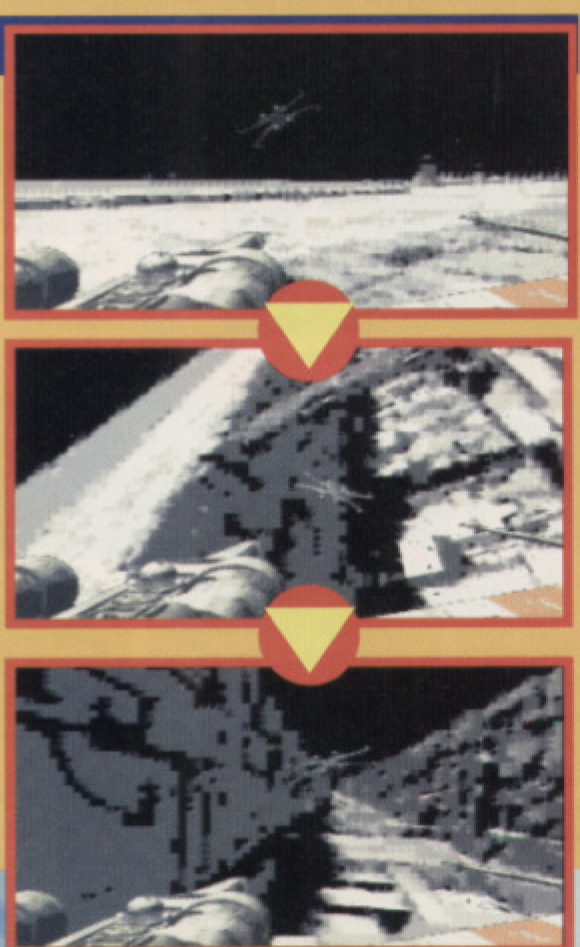
CANNON

A massive cannon is positioned at the end of the trench you need to fly down. It must be taken out in two stages. The first stage involves removing the shield panels that flank its circular base. This gives you access for stage two, where the relays that power the weapon are vulnerable to attack below the surface.



THE TRENCH

The trench is heavily defended by fixed emplacements and Darth Vader's personal guard. The second section of the trench features shield walls which can annihilate an X-wing on contact. At the end of all this is the tiny port, vulnerable to just one manually aimed proton torpedo... May the force be with you.



GRAPHICS 92

▲ Wonderful in most places. Spectacular viewpoints and convincing rendered images.
▼ Canyon FMV is quite jerky.

SOUND 96

▲ Pristine FX; laser-fire, explosions, screaming TIEs, pilot chatter and all the best in stirring music from John Williams. Superb!

PLAYABILITY 88

▲ The multiple sections comprise a surprising variety in play. Some sections, like the Walkers, are classic.
▼ Some sections are too short,

LASTABILITY 79

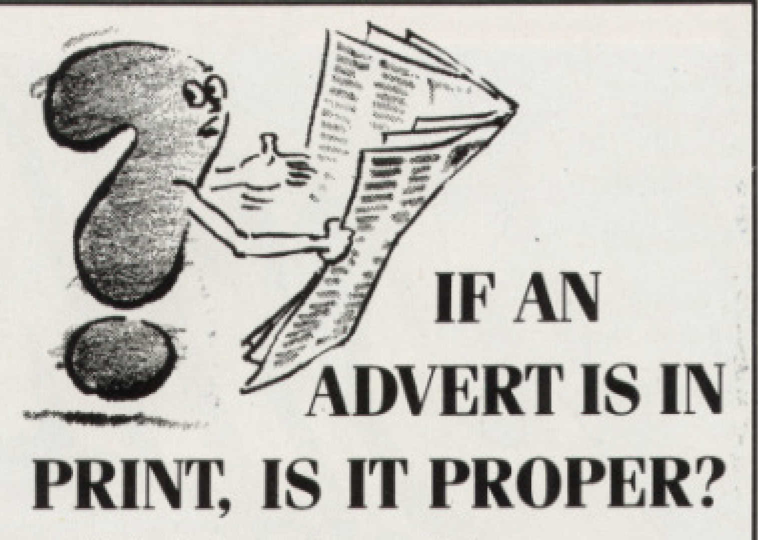
▲ It will remain a classic title in your collection.
▼ Rebel is clocked far too easily. The passcode system was a bad idea.

VFM 80

▼ You could get the entire trilogy on video, plus a lot of Virtua Star Wars credits for the price.

OVERALL 85

Something for Mega-CD owners to get excited about. It's just a pity that the fun doesn't go on and on.



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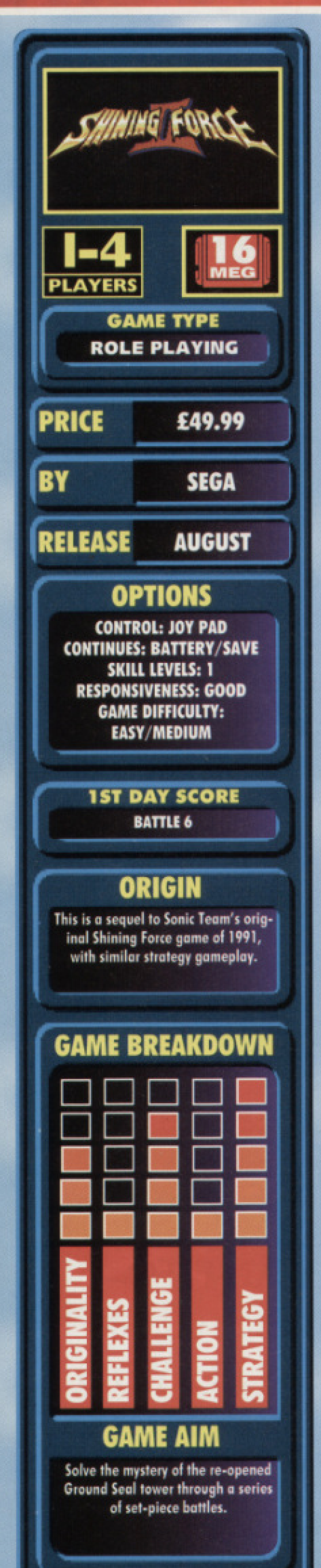
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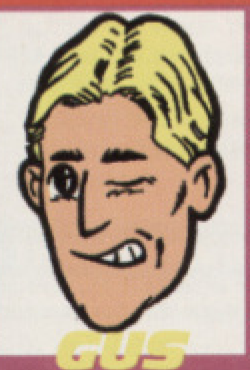


Take me back, to a place where I once belonged. A kingdom called Grans, a happy place where we could laugh and sing our songs. For as long as anyone could remember, a tower stood at the heart of Granseal, the city. This Ancient Tower was sealed, but no one knew why or what lay behind.

It was to this tower that a precocious young thieving rat, called Jippo, stole one night with two light-fingered associates. His opal eyes were filled with a vision of jewels he might find in the ancient place. And he did. Cast into the masonry was a Jewel of light. He set to prising it from the structure. As he did, a terrible rumbling shook the edifice, and dark foreboding crossed the three scavengers' minds. Meanwhile, in the nearby Royal Palace, the King was receiving bad omens of his own. An awesome storm raged, and through the gloom, he could perceive a messenger serving a darker purpose, a spirit sent to strike him down.

The spirit's manipulator had a more nefarious project than attacking a monarch. Even the entire destruction of Grans was not the full extent of his plans. Learn more of the second Shining Force and realise why the people of Grans were exiled to another land, far from Granseal.





COMMENT

GUS

As sequels go, this is in the Friday the 13th category — you wonder if you haven't stepped into the first movie by mistake. Size is everything to the programmers: four extra MEG put into extra battles, more characters and a greater development of plot than previously. Otherwise the game mechanics, look and atmosphere are identical. This should please, not disappoint, those who already have Shining Force. It was a very special game, and those who bought it should be ready for another fix. Those who missed the meagre roll out of Shining Force last August should benefit from a greater commitment by Sega to push Shining Force II. It is slightly depressing to see no great innovation on a game that's nearly three years old, but the Shining Force saga is one of the best ever uses of the Megadrive.

THE BATTLE GROUND

Just about all the action in Shining Force II occurs during battles. Battles take place wherever the forces of darkness oppose. Like Chess, each of the combatants takes turns to move, and the distance and direction of movement is limited by the battlefield terrain and the character's speed rating. When characters near enemy units they come within range (the exact proximity is determined by the weapon type). In your role as 'General' you determine whether to attack.

The computer determines attacks by a combination of the attacker's OFFENSIVE strength, the defender's DEFENSIVE rating and a random element. The result will be a reduction in the defender's hit points (HP). When a character or enemy reaches zero HPs, they can fight no longer. Battles are won when all units are defeated.

▼ In Japan, where players are crazy about RPGs, this ad sequence set the scene for Shining Force II







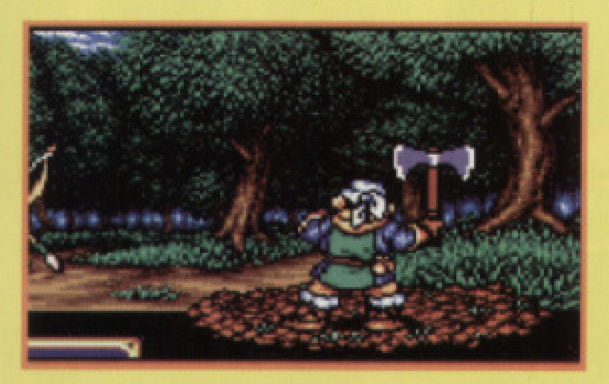


TORA! TORA! TORA!

Attacks come in several forms. As a rule, the further into the game, the more powerful the attacks you will receive. Hopefully, your HP level will advance enough to handle this. Here are the range of offensive manoeuvres:

MELEE

The most common attack. Unit uses a hand-held, close-range weapon (sword, club, axe, etc.). Lots of high-powered weapons later in the game make this the most damaging attack form.



MISSILE



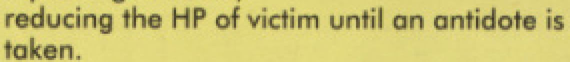
Used by archers, spear-carrying knights and artillerymen. Longer range than melee, but compensated for by less attack power and greater chance of 'fumble' (ie. missed attack).

MAGICAL

Mages use powerful offensive spells like Blaze and Freeze. These have a long range, and at higher levels take in more than one target. Magical attacks are less effective against magical creatures, and have a limited number of uses in each battle.



POISON



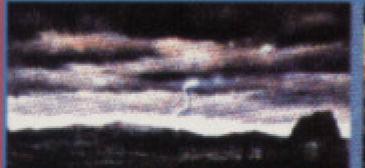
Certain gruesome creatures may attack with poisoned means. These have a prolonged effect, reducing the HP of victim until an antidote is taken.

CREATURE

This category covers many of the other quirky methods used in battles. Creatures like Peter Phoenix use mystical energy sources. This also covers animals like bats. These physical attacks cannot be 'damaged' in the way weapons can, but they don't increase so much in offensive value.

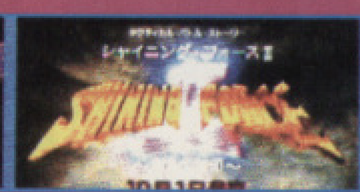


▼ *Jippo alone knows the secret of the Black...Magic....sealed door to the gates of Hell! Grunt!*



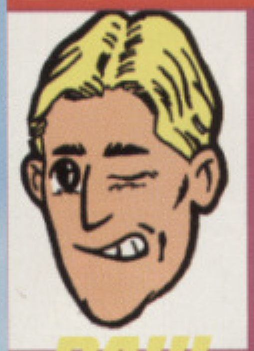








COMMENT


PAUL

RPGs certainly are a low-key breed in this country, and this is a terrible shame when you consider the quality of games like Shining Force II. It is so chock full of monsters, puzzles, and character interaction, that it would keep even the most adept RPG fan glued to their Megadrive for ages. The plot, central to any RPG, is so engrossing that makes you want to get just a little bit further before saving. The characters are beautifully varied in ability, making the battles heart-thumpingly strategic. However, on a slight downside, the control during the overhead view tends to overcompensate, and this can lead to a lot of disembarking and re-embarking when navigating the rivers. Whether you're an RPG novice or pro, this is one to make you shine.



LEARN BY EXPERIENCE

Any positive action your characters take, particularly dealing the 'final blow' is rewarded by eXPperience points. XP is used to climb levels. When the required XP for a level is reached, the character's stats are readjusted up.





▲ *Two different views of the same cave — overhead and battle.*

$HOPPING

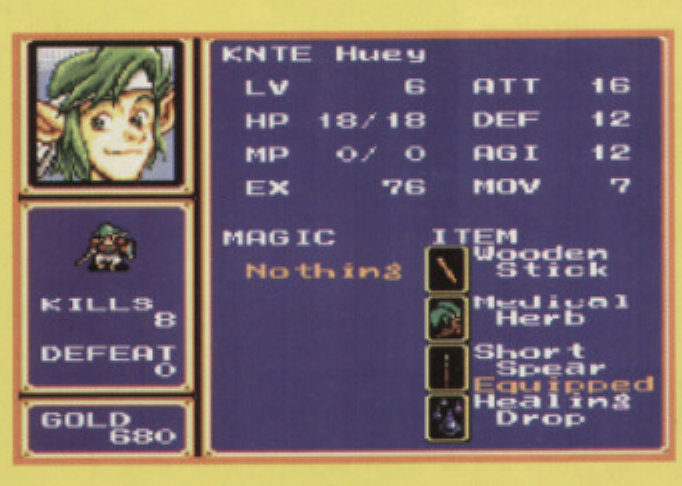
There's a strong fiscal element to the game, with every small settlement having places to spend money. You can be reasonably sure of finding a Weapon and Supply shop wherever you stop. Weapons shops sell the following item types:



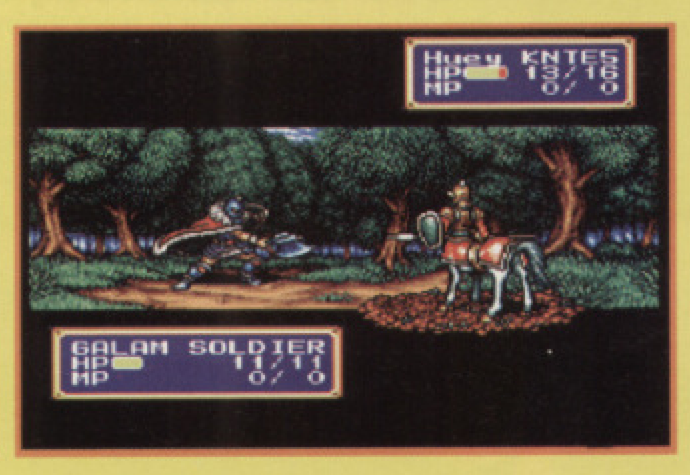
MAY THE FORCE COME WITH YOU

The Shining Force consists of yourself at first, but people will join up along the way. When a character joins, his powers and prowess are yours to control in the battle sequences. Also, tables of information on his statistics, items and weapons become available. There are some characters you can't help but meet, Peter Phoenix for example, but many more who are only found by luck and exploration. They normally have fantastic abilities.

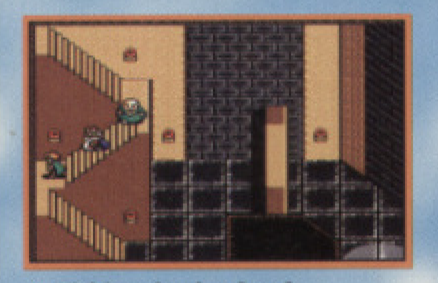




▲ *Huey is one of the early characters, and quite useful.*



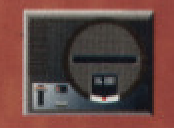
▲ *Huey defends against one of Galam's Horde.*



▲ *Visiting the depths of dungeons...*



▲ *Tilting spears at the forces of evil...*





▲ *Supply shops offer health restoratives and anti-poison preparations. Occasionally a more interesting trinket might be in the window.*



▲ *Weapons shops sell implements to boost your offensive capability. Only certain weapons (swords, axes, daggers, lances etc.) are equippable with certain characters.*



GRAPHICS

83

▲ Cute at every turn, with dynamic scrolling battle scenes set against detailed fantasy backdrops.
▼ Some things are just too titchy.

SOUND

79

▲ Stirring martial music throughout the battles, and mood-changing interludes for the plot.
▼ The repetition of certain tunes and FX irritates.

PLAYABILITY

91

▲ A fantastically structured strategy scenario, sugared by great battle execution and range of characters.
▼ The story takes a while to develop.

LASTABILITY

90

▲ Even bigger than Shining Force, equally compulsive and involved.
▼ Not overly difficult, and once completed, there's no need to keep playing.

VFM

90

▼ A larger game than the original means basically more play for the money. Originality comes at a premium.

OVERALL

91

Every quest should have a Shining Force, every Megadrive should have a copy of Shining Force II. It's fab, basically.

SO THE STORY GOES...

It's rare to find a console game with a plot, so it may take you by surprise how involved Shining Force II becomes. Starting with the mystery of the King's possession, it follows the relocation of the people of Grans, the treachery of Galam and the visit to Mt. Volcano. It's a digital fairytale, a Megadrive Myth.



Astérix
AND THE GREAT RESCUE





1 PLAYERS

MEG

GAME TYPE: PLATFORM

PRICE	TBA
BY	SEGA
RELEASE	AUGUST

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: OKAY
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

REACHED STAGE 2.4

ORIGIN

France's best loved Viking son, Asterix, has been the star of many a cartoon. This is the second Asterix game for the Master System.

GAME BREAKDOWN



GAME AIM

Guide either Asterix or his fat mate, Obelix, through the platform/ puzzle environment.

Il est Français, il est merde et il n'est pas amusant , in other words, he's French, he's crap and he's not funny. However, last year's Master System offering of our behorned hero was obviously successful enough to warrant another bash.

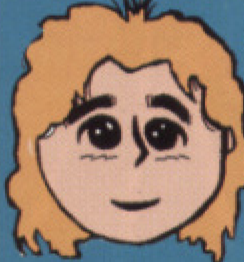
This all-new, totally original adventure has the quirky Viking trekking around the weird and wonderful landscape of Gaul and an assortment of Roman-infested landscapes on a quest to rescue his chum Getafix who has been captured by those nasty nasty Romans. It's familiar stuff, but let the platforming begin, mes petit chiens...





▲ Asterix, or should I say Simon Templar?

COMMENT

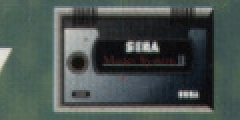


LUCY

This is definitely an above-average platformer for the Master System — unusually quite challenging with lots to do and see and many more levels than the usual fare within the genre. It's certainly better than the last Asterix game — I like the puzzle element where you have to decide which character and/ or potion to use in certain situations to progress. However, it's just another platform game in an already packed-to-bursting market so although it provided a few hours enjoyment, it's certainly nothing to get excited about.



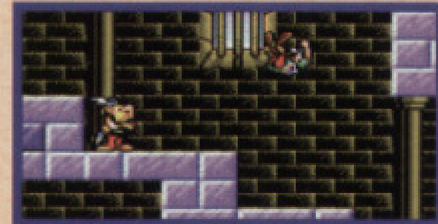




JE NE REGRET RIEN

In the last game you had to assume the role of either Asterix or Obelix then repeat every level as the sidekick (which was tedious to say the least). In this new adventure, there is now an option to swap roles mid-level. Indeed, you'll have to change into Obelix every now and then as his puny pal is too much of a wimp to position balls, barrels and othersuch objects next to platforms which are too high to jump. Coversely, though, Obelix is often too tubby to fit into some of the narrow entrances which Asterix can crawl into.





JE SUIS UN ROCK STAR

A platform/ puzzler just wouldn't be the same without a heap of pick-ups and the programmers of Asterix's latest escapade haven't let us down in the icon department. Here's a run down of what's cookin':

BOX: Brings platforms into view.



POTION: Provides the guys with magical powers including the ability to float, bomb, create platforms and don a shield.

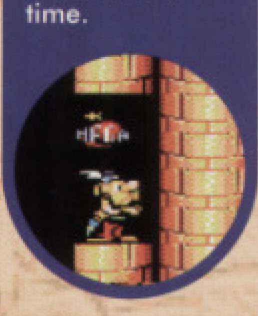
CHALICE: Rejuvenates energy to full power.



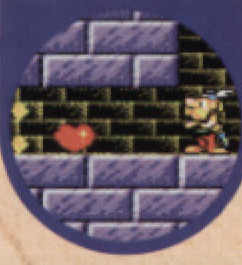
CHICKEN: Marginally tops up power.



MEGA: Invincibility for a short time.



HEART: Extra life.



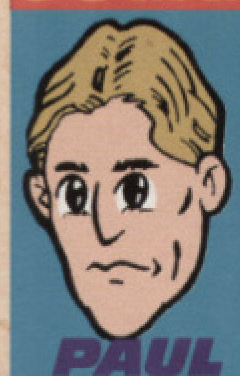
KEY: Opens doors.



COINS: Extra points.

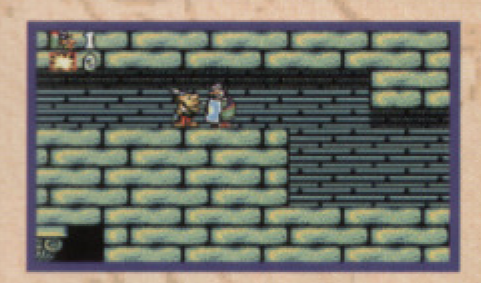


COMMENT



PAUL

There's nothing like a bit of Gallic fun to brighten up your day, and this is certainly the case with Asterix and his mate Obelix. This game is plain good fun. The sprites are colourful and detailed and skip along joyfully to the cheery music. That said, though, the game is incredibly predictable and is too easy at times. Quite simply there aren't enough baddies to bash and the linearity of finding all the right items in order can be infuriating. The control system also takes ages to get used to, resulting in some untimely and frustrating deaths. Although lacking in platform originality, the end-of-level bosses are nicely designed and offer challenge in what is a pretty sound. Nothing spicy, just solid gaming nutrition.



▲ *Fancy meeting you here!*



▲ *Fly, fly you fool!*



▲ *Excuse me waiter, but I think my squid's a touch undercooked.*

GRAPHICS

75

▲A nice main sprite and some big, bold backgrounds.
▼Everything else is generally scrappy.

SOUND



▼Nasty plinkety-plonk music and effects — typical Master System fare, really.

PLAYABILITY



▲Easy to get into and loads to do.
▼The controls are initially a bit dodgy and it's utterly unoriginal.

LASTABILITY



▲Not too easy, loads of levels and masses of hidden nooks and crannies to explore.

VFM



▲Not one you're going to whip through too easily so you'll get a far bit of play for your dosh.

OVERALL

79

An extremely playable and fun platformer which should present a reasonable challenge if not any surprises.

SPIDER-MAN® X-MEN™ Arcade's REVENGE



PLAYERS	1
MEG	4
GAME TYPE	PLATFORM
PRICE	TBA
BY	ACCLAIM
RELEASE	AUGUST

OPTIONS
CONTROL: JOY PAD
CONTINUES:NONE
SKILL LEVELS: 1
RESPONSIVENESS: FAST
GAME DIFFICULTY: HARD

1ST DAY SCORE
14,500

ORIGIN
One of the first Marvel Comics' console games, first appearing on the Super NES 18 months ago. This is the first handheld version.

GAME BREAKDOWN



GAME AIM
Defeat Arcade with each of the five super hero characters within their specific stages.

Anyone who has ever arranged to meet pals and been stood up would have sympathy with Spiderman. He had been standing at the place where the X-men had suggested they rendezvous for over an hour. Those paranoia feelings began to creep in — maybe the X-men don't want me in their gang after all... Maybe they're embarrassed walking down the street with a man in a red and blue Spandex jumpsuit with matching balaclava.

While pondering his unpopularity, Spidey catches sight of Gambit approaching. But before they make contact, a sinister garbage truck contraption abducts his old mucker. Quick as a flash, Spidey realises that he hasn't been stood up. In fact, his mates have been kidnapped by arch-enemy Arcade and detained in his demonic theme park. Despite the perilous rescue mission facing the web-slinger, he's at least happy to be still part of the costumed crime-fighting fraternity.

COMMENT



STEVE

I remember playing this on the Super NES ages ago and coming away feeling a little non-plussed. For a more powerful machine, Arcade's Revenge is just another glossy platformer easily lost in the pile of similar games. For the Game gear, however, Arcade's Revenge succeeds perfectly. The five characters and their differing abilities allow for more variety within the gameplay, and the levels are different enough to warrant further inspection. In terms of graphics, things often get a little muddled at times but, on the whole, this is one of the better Game Gear releases I have seen.

SPIDERMAN

The best known character, but not actually affiliated to the X-men. His arachnid powers encompass web projectiles, web swinging, wall climbing and that sixth sense which is handy for locating nearby objects and people.



SPIDEY STAGE
His first stage is mandatory before you reach the others, and it's a straightforward hunt for the beacons in order. Later on, he has the onerous task of defeating Shocker, the cloning sentinels, and Arcade himself.



GAMBIT

Gambit is a telekinetic, whose abilities enable him to turn inanimate objects into explosive missiles. He gets his name from the supply of playing cards he carries as ammunition.

GAMBIT STAGE
He is dealt a very dodgy hand, having to flee an inexorable spiked ball which threatens to nail him to the deck. Reach the second part, and it's a five-finger shuffle to scale the level of the Black Queen — a formidable adversary.



STORM

AKA 'The Weather Girl' but she could give Sian Lloyd a run for her money. Breathing underwater is effortless for her, and she has elemental powers allowing her command of lightning bolts and whirlwinds.

STORM STAGE

A sub-aquatic explorative section titled 'Water Torture'. The key is to raise the water level by breaking the valve seals. As she progresses, Arcade's defensive measures come into play.



▼ Follow the yellow (brick) trail, follow the yellow...

WOLVERINE

Man and beast combined, Wolverine has amazing powers of rejuvenation. His healing power is enhanced by his own offensive capability, focused on his unbreakable Adamantium claws.

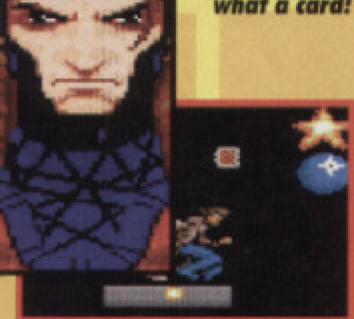
WOLVERINE STAGE

Arcade's idea of a sick joke is a stage set in a toy box, with quicksand ball swamps, deadly toy soldiers and clowns with handguns. Wolverine's claws can penetrate some of the flimsier walls.

INMATES

After the first stage, where Spidey infiltrates Arcade's lair, there are five characters to choose from. Each has to pass through two stages of the lair, before the climax with their nemesis. Each stage reflects the characteristics of each X-man:





▼ Gambit von Deck — what a card!





CYCLOPS

Cyclops has the amazing ability to project a 'concussive beam' from his eyes (let's just call it a ruby laser), which is focused by his fetching rose-tinted visor.

CYCLOPS STAGE

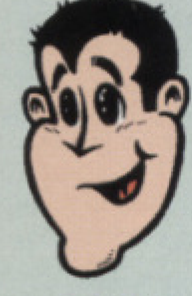
First, Cyclops finds himself in an underground cavern, with trolleys running on electrified tracks. Trains come regularly, helping 'clopsy collect the crystal power-ups, but so do the enemies. Mind The Gap!



FREE WILLY

The game gives you a surprising element of choice in the order you play. You share four lives between the characters, and you can allocate these as you see fit. The stages may be played in any order. All have a basic platform style, but the aims of each level change subtly.

COMMENT



GUS

I've liked this game in all its incarnations, and it fits snugly onto the Game Gear. It's more platform fodder, but classy at the same time. The graphics are simpler than the Megadrive's but manage to convey the atmosphere well enough, and the characters represent their comic counterparts adequately. What makes this a good game is the variety within the stages, the stiff challenge and the wide range of controls. Success also requires some strategic planning. The only annoyance comes with the mandatory first stage with every new game. It quickly becomes a chore (but all the other versions had skip modes, so there should be one to find).

GRAPHICS 78

▲ Crisp, comic and fast-moving. Not beautiful, but a notch up from functional.
▼ Some of the background detail (ie Storm's stage) is confusing.



SOUND 84

▲ The brilliant music of the other X-men games, which has that swingbeat feel to it.
▼ The Game Gear doesn't has the right voices for it.



PLAYABILITY 89

▲ Five wholly different characters, and some well planned platform stages.
▼ The early stage is a chore to do again and again.



LASTABILITY 86

▲ There's ten tough stages, loads of bosses and a real urge to play through. A toughie and a goodie.



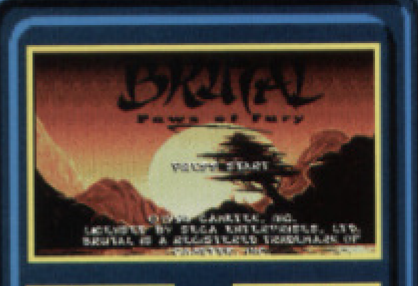
VFM 88

▲ What was originally £50 is now at a handheld price.

OVERALL 89

The best comic license for ages, a cracking conversion and an A-grade Game Gear title.





1-2 PLAYERS



GAME TYPE
BEAT 'EM UP

PRICE	£39.99
BY	GAMETEK
RELEASE	SEPTEMBER

OPTIONS
CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: ONE
RESPONSIVENESS:AVERAGE
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE
DEFEAT FOUR OPPONENTS

ORIGIN
Another graduate of the beat 'em up school, Brutal opts for the cartoony approach to violence.

GAME BREAKDOWN

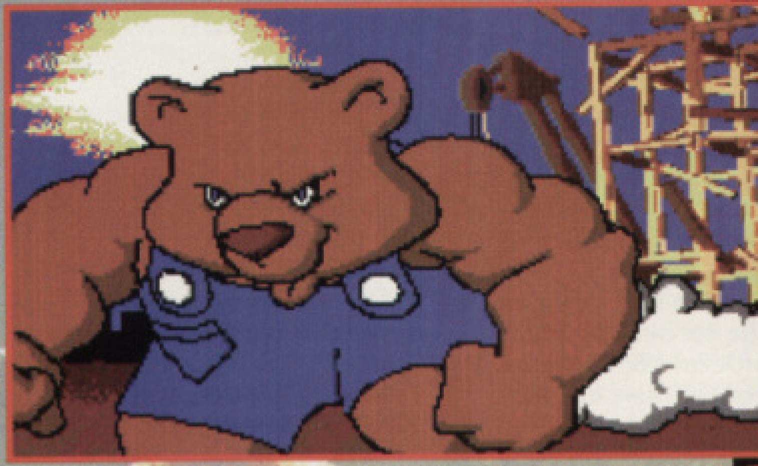


GAME AIM
Beat the other monster to a pulp. Jump on top of him and stamp hard — hey presto, victory!

BRUTAL Paws of Fury

You know how it is. Sitting on a tropical isle. You're soaking up the rays. Taking in some of the atmosphere. At last the chance to catch up on some of that flower arranging you've been promising to do for the past few months. When out of the blue a bunch of cartoon animals decide to have a big fight, make lots of noise, and hurt each other, a lot. Typical, innit?

The Dali Llama - bearing more than a passing resemblance to his name sake, apart from the spitting–has spent the last four years drawing out the invitations for the greatest cartoon martial arts caper this side of Papua New Guinea. One by one the invited guests make an entrance, enticed by either the prize money or the chance to settle an old score. Final glory rests not only in the competitor's fighting skills, but in a willingness to learn new powers from the Dali himself. But the question on everybody's lips is does Brutal have the bottle to take on the beat 'em up prizefighters this autumn?



COMMENT



I was initially very impressed by the presentation for Brutal. Thumping intro, loads of animation sequences, and cool in-game music. This really had potential to be a great beat 'em up on the Mega-CD. But in the heart of every good game must be gameplay. Brutal is completely devoid of this concept. Too few characters and special moves all point to the distinct lack of variation. The character sprites look average and lack fluid animation, tending to remain static unless forced to walk. What's more the game is a way too easy, and with no difficulty setting, this proves to be another downfall. This is a beat 'em up for the younger gamer with not too many expectations.



▲ *Leon's sonic guitar amp attack.*

LLAMA LESSONS

It's back to school when it comes to special moves. Each character has to earn a move by defeating two opponents. Then it's off to the Dali's classroom where you are shown how to perform the move. But it's not quite that easy. A thirty second timer ticks away, and it's dunces' corner for you if you overstep the time limit,





▲ *"I want to be a tree."*



TAL Fury

ANI-MUTILATION

Watch out for eye-popping fun when these bunnies and bears get to a 'fighting. Noses stretch, tummies wobble, all manner of animated frolics. But not to worry as characters being made from one hundred percent 'toon material bounce back into shape even if their prides are a little dented.

COMMENT

GUS

C-rash! My feelings on Brutal are a lot harsher than Paul's. I think it's a folly — and an astonishingly bad one when you consider the calibre of beat 'em ups like Streetfighter, Mortal Kombat and Eternal Champions. Brutal tries to cloak its abysmal gameplay with a voluminous presentation of options and animation screens. All these will be looked at once then ignored. It's the atrocity masquerading as a game that will linger longest. The character animation is supposedly 'wonderful' — I beg to differ. The backgrounds look as if they were drawn by a two-year old with learning difficulties, the response to controls is snail-like and the moves themselves are more banal than 'Morning with Anne and Nick'. Quite shameful, really.

30

SPECIAL MOVE:
TAUNT

PLAYER 1
CHOOSE A CHARACTER
QUOTE:
I'M BAAAACK!!
STYLE:
KENDO

Player one Player two

FUN ROOM

Gametek have taken advantage of the added Mega-CD capacity by including the Fun Room option. Here you will find in-game music performed by the cast of characters, a demo of the prototype version, and even some of the new characters for the planned Brutal II sequel.

GRAPHICS 60

▲ Nicely animated intro sequence, but how many times do you want to watch it?
▼ The character sprites are abysmal, worsened by a distinct lack of any fluidity.

SOUND 79

▲ Good thumps accompanied by up beat music.
▼ The fighting FX don't always coincide with the action.

PLAYABILITY 33

▲ This is a 100% hit n' hoper. Plus the action is delayed by at least a second between pad and screen.

LASTABILITY 28

▼ Once you've watched the intro sequence twice there's nothing left to see.

VFM 40

▲ Not too badly priced with all the extra bits in the Fun Room, compared to other combat games.

OVERALL 36

A mere flea bite on the likes of MK II and Super SF II. All presentation and absolutely no gameplay.



1-4 PLAYERS	
PRICE	£39.99
BY	EA SPORTS
RELEASE	OUT NOW
GAME TYPE	SPORT

FIFA INTERNATIONAL SOCCER CHAMPIONSHIP EDITION

The current trend of CD conversions seems to be gathering some serious pace with the likes of Mortal and Sensi hopping on the train. As such, FIFA was never likely to be left out in the cold, and here we have it the long-awaited silvery disc version of what some consider to be the greatest footballing console game.

Chanting the motto, 'If it's in the game, it's in the game', EA Sports have built on the success of the cart version by promising even more features covering faster gameplay, sixteen new teams, eight secret play modes, and stacks of good old FMV clips.



COMMENT

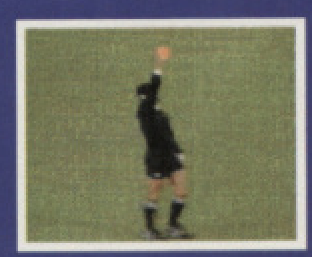
STEVE

There's no disguising I'm one of FIFA's greatest fans, and as such I was quite impressed with this CD version. The superb gameplay of the original is still there and tweaked to make it even more playable and the opposition are harder to beat now, but I was a tad disappointed that the extra play modes are hidden away — presumably so FIFA themselves didn't get annoyed. Still, CD fans baying for a decent soccer game should snap this up, enjoy the stunning FMV bits and get ready for the footy game of a lifetime.

MEGA GAME

HIDDEN EXTRAS

No game would be complete without the hidden extras and FIFA CD more than covers this requirement. A vast array of hidden playing styles are packed in, ranging from super kicks, that add twenty five percent to your power, to crazy ball which makes the ball act like a rugby ball. If you're having probs with some of the tougher matches, call up the dream team who have never lost a match. More details of the hidden stuff in Tips in the near future.



GOOD SHOT

EA has taken full advantage of the increased Mega-CD storage and thrown in an upbeat, action packed intro. The camera sweeps into Wembley Stadium on a collision course with the main scoreboard. Just before the imminent explosion, the screen bursts into life with the greatest footballing moments in a high octane cocktail of fast edits and thumping music, all in glorious FMV.



COMMENT



PAUL

I was absolutely bowled over by the original version of FIFA, but I was even more gobsmacked by the tweaked up CD. The graphics are faithful to the original, and the FMV is a winner. Even in fuzz-o-vision, the images had great impact. What did it for me, though, was the sound. The crowd reacted instantaneously to an incident on the field. Although identical to the cart in terms of gameplay, the loading can be a hassle, especially as it has to re-load at half-time. But these are severely minor niggles and this is a blimmin' excellent game. If you have a Mega CD and didn't buy the original go out and buy it now!

GRAPHICS Identical to the cart with the bonus of FMV.	94
SOUND The crowd reactions and cheers are the genuine article.	95
PLAYABILITY As simple and accessible as the original.	92
LASTABILITY The bonus teams and hidden games will keep everyone happy.	92
VFM If you don't have the cart, buy it.	90
OVERALL The best just got better.	92





STAR WARS CHESS

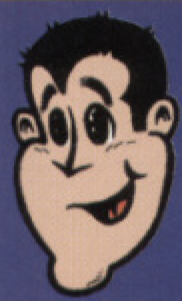


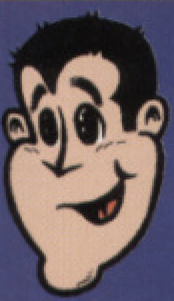
A brief history of Chess Pt 1.

Modern Chess developed out of ancient board games from Indo-Europe, some of which had been played before Christ was born. Probably as a result of the Crusades, Chess became a fashionable pastime of the Mediaeval nobility. Since then, the game played on the 64 square chequerboard with 32 military characters has been unflaggingly popular, helped along by personalities like Kasparov, Fischer, Barbra Dickson and Elaine Paige from the popular hit musical.

Someone at the Software Toolworks must have spotted the parallels with George Lucas' Star Wars saga: two sides, good and evil, big battles: and thought it ripe for conversion for the first Mega-CD chess game.

COMMENT





GUS

For about two seconds the Star Wars angle seems quite clever, before its true dorkish nature transpires. Chess is chess, and whatever you may think, everyone prefers to play it on the simple board without animations for the sake of speed and clarity. The 3D perspective is really badly thought out and impossible to decipher, the battle scenes corny enough to be served as Shredded Wheat. At heart the computer plays a workable, if uninspiring game of chess, if you really care to know.

GOING TO PIECES

Whenever a piece is captured, the CD loads a short animated sequence showing the pieces battle it out. Rather than straight fighting, these are normally of a comic nature. Every possible combination of pieces has a sequence.



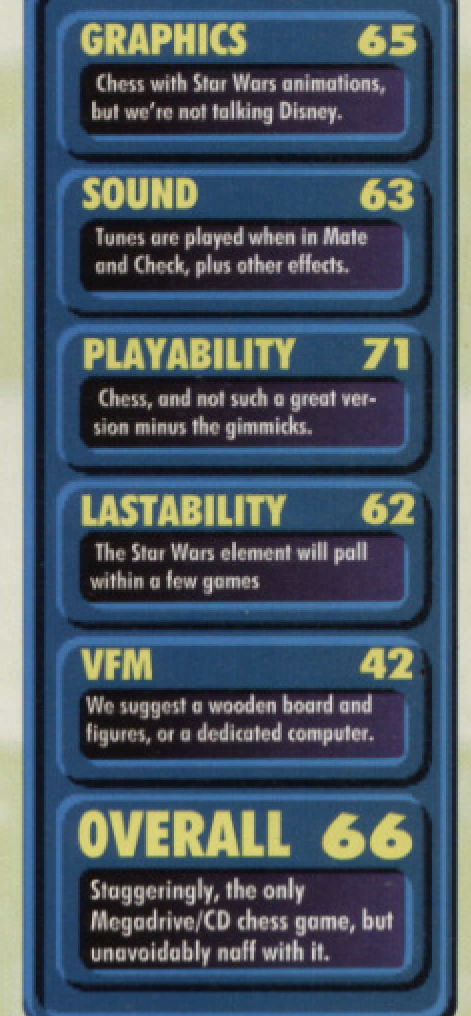
▲ *In the Imperial massage parlour, C3PO makes his excuses and leaves.*



▲ *Take your partners by the hand, swing 'em, maim 'em...*

FRILLS

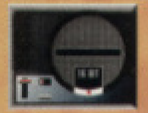
There are some optional frills surrounding the game. First is the 3D board image that gives the pieces their Star Wars appearance. There are four save game positions, an option to set-up any board position, five computer controlled opponents and some presentational controls.



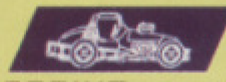
COMMENT

STEVE

I remember playing a game called Battlechess a few years back which used animated sprites which literally fought each other. It was quite a laugh — until you had seen every combination of moves, that is. This very same problem afflicts Star Wars Chess. The use of Star Wars heroes as pieces is novel enough, and the assorted animations are both funny and well animated. At the end of the day, though, the humour is very short-lived, leaving nothing but a fancy-looking but no frills chess game. Granted, it's the playability that counts at the end of the day, but chess is chess and that makes the licence rather pointless really...



Mario ANDRETTI RACING






SPRINT STOCK INDY



COMMENT

PAUL

Oh deary, deary me. Andretti Racing is such a Virtua wannabe, that it makes playing it all the more painful. It all looks so naff. Once again, it's a terminal case of all options and no gameplay. Three different racing styles, more like three equally drab and ugly excuses for steering a sadly drawn main sprite around a course. Steer well clear of this oil slick on the track of race gaming.



1-2 PLAYERS	16 MEG
PRICE	£44.99
BY	EA
RELEASE	OUT NOW
GAME TYPE	RACING

▲ I wish I could fly right up to the sky, but I can't, you can, I can't.

Brrrm, brrrm! Neee-ow, neee-ow! Oops, you caught me mid race of the Office Chair 1000. Ten circuits of the MEAN MACHINES track completed at gruelling speeds in excess of 5 mph. Whoosh! Watch out for that hairpin bend past Oz's and Claire's desk.

Hey, my formula 12, turbo-charged, height-adjustable chair is losing power. We'd better be pit-stop bound to take a look at the latest from Electronic Arts, Mario Andretti Racing. Billed as a racing game built on realism, with three different types of car, Andretti Racing is looking for pole position on the starting grid as the race begins.



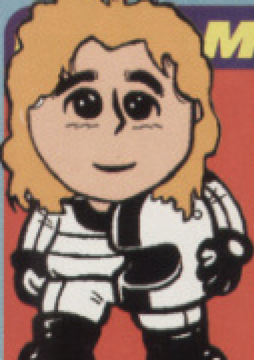
VROOM WITH A VIEW

In the same vein as other great racing games, the action can be viewed from a variety of locations. The full view includes sky, whereas the split screen offers track layouts and the boot-cam to keep tabs on the enemy.



ANDRETTI SPAGHETTI

Andretti has specialised in all fields of driving excellence. You too can follow in his footsteps by racing in his three favourite styles, Indy, Stock, and Sprint. Each style has five tracks, and varied driving skills are essential. From the million dollar hi-tec of the Indy to the dirt sliding of the Sprint, the fuel efficiency is high octane.



MENT

LUCY

Oh come on EA, what are you playing at? How did this piece of pap to slip through the net? Awful graphics, dreadful sound, dull gameplay, crap controls and a fun factor of zilch are the nicest things I can think of to say about this dire excuse for a game. Enough said methinks. Oh, except, don't buy it.

GRAPHICS 55
Repetitive and poorly animated with collision detection from hell.

SOUND 48
Broom, broom, skiiiiid, smash! That's about it.

PLAYABILITY 37
The words fun and excitement are sorely lacking from this cart.

LASTABILITY 29
The options are numerous but of no great value.

VFM 30
Pah! Keep saving for Virtua, it's worth it!

OVERALL 33
A sub-standard product for lots of cash, do not buy it at any cost.



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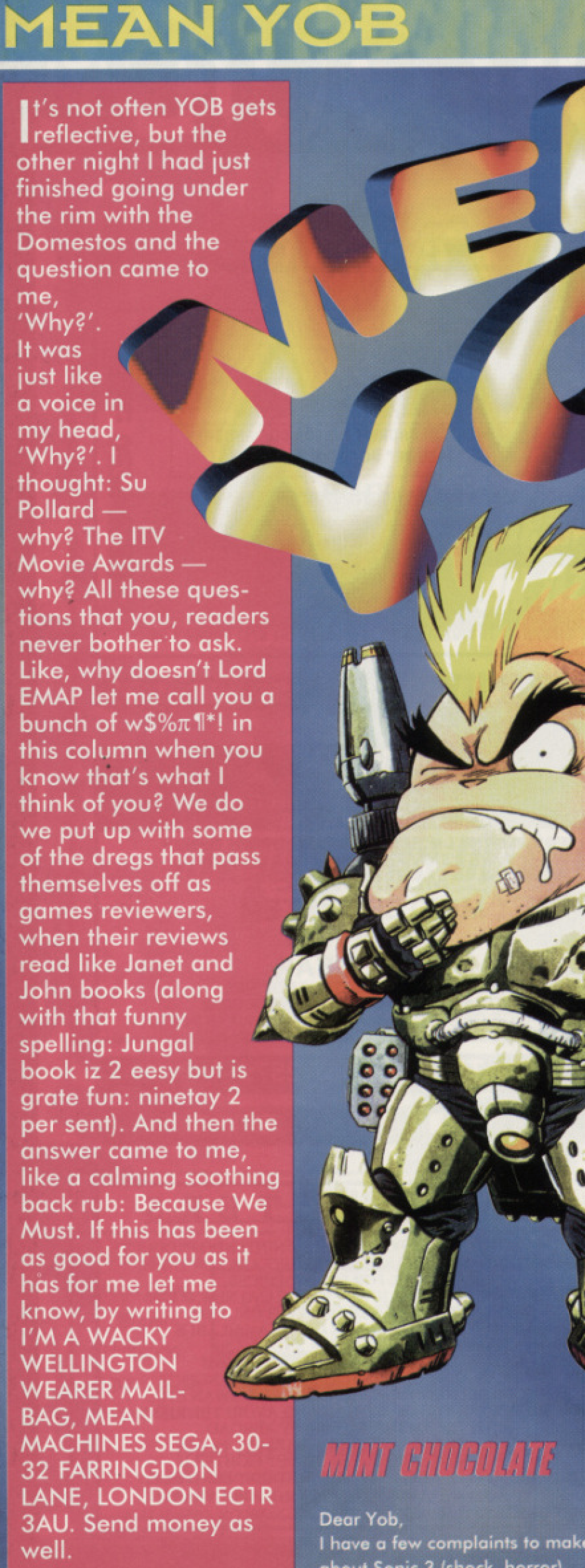
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I t's not often YOB gets reflective, but the other night I had just finished going under the rim with the Domestos and the question came to me, 'Why?'. It was just like a voice in my head, 'Why?'. I thought: Su Pollard — why? The ITV Movie Awards — why? All these questions that you, readers never bother to ask. Like, why doesn't Lord EMAP let me call you a bunch of w$%π¶*! in this column when you know that's what I think of you? We do we put up with some of the dregs that pass themselves off as games reviewers, when their reviews read like Janet and John books (along with that funny spelling: Jungal book iz 2 eesy but is grate fun: ninetay 2 per sent). And then the answer came to me, like a calming soothing back rub: Because We Must. If this has been as good for you as it has for me let me know, by writing to I'M A WACKY WELLINGTON WEARER MAIL-BAG, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Send money as well.



MINT CHOCOLATE

Dear Yob,
I have a few complaints to make about Sonic 3 (shock, horror). Trouble is, I can't help but think that you'll not listen to me and just insult me instead. Nonetheless, I shall proceed. Why has Sonic 3 only got 6 levels? This would be fine if there were three acts in each, like Sonic 1, but, no, only two acts — when Sonic 2 had eleven levels! By studying the evidence (the level select helped) and a guess, I can now conclude that Sonic 3 had nine levels, and three of them were dropped (Sandopolis, Mushroom Valley, and Flying Battery). Why was this? Also, some of the tunes in the level select are not in the game itself. Are these more levels? Or are they just nice tunes that you can record onto a tape? How many names can you make from Yob. I bet your life is hell having a name like that (snigger). Mind you it's hell having a surname like mine, damn now you will make fun of my surname!
Stuart Jee, Woolhampton, Berks.

YOB:Yes, Sonic 3 has less levels, but they are considerably bigger than those of his past adventures. As for the extra tunes, that's because not everything the coders plan goes into the final game. See, not an insult to be see, you sinus-sucking pet-worrier. Oops.

BUTTERSCOTCH

Dear Yob
This is your Mother here. Will you be home for dinner? I've cooked your favourite, sausages and Alphabites, and for afters I've made some Angel Delight. I hope you are feeling well. I've made your bed and Teddy can't wait for you to come home. Today I bought you a Captain Scarlet jumper to keep the chill from your chest when winter comes around. As I've always said, please give up your job at MEAN MACHINES SEGA, it's just not suitable. Why don't you work for something nice like the Beano or Dandy? Oh, and while I remember, why did you wet the bed last night and not tell me? Bad Yob!
Mummy.

YOB:Ah Mother, thanks for the letter. I'm pleased to say that your pills have arrived, and I've managed to get you into that nice old peoples' home at Cromwell Road. I've put wheels on your zimmer to help you cross the busy motorway more easily, and I enclose a firework to stick into your cracksy for a little extra boost. Now sod off and pop your clogs you old crone, so I can spend the inheritance I found on top of the wardrobe. Luv Yob.

STRAWBERRY

Dear King Yob
I am engrossed in Yobland. I love your vain and egotistical replies which gracefully take the rip out of perfectly cute and innocent let-



▲ *No time for Beastie, as Belle digs the latest MMS. Thanks to Steven Lenton for this offering.*

ters. And I love those very appropriate titles you give to the letters like 'Chocolate Factory' and 'Almond Slice'. They make me really laugh. I was wondering if there is a Yob Club that I could join. I wish people wouldn't keep writing against you when they fully know you're the best thing since cabinets with wheels. I gather that you don't get much fan-mail, so I'm hoping to start a trend here. I love your spiky blonde hair and your shiny Esther Rantzen teeth. In fact I'm getting mine done like yours. Oh, I could go on forever, but I won't. I hope you insult me so that I can feed my masochistic tendencies.
Osman Yasin, London.
YOB:Yes, you can join the Yobland Club. Just send all your money and possessions to the editorial address and within twenty-eight years you be a fully-fledged member of C.O.N.Y.E.R — Cash Or Now Yob Exposes Rear. As for getting your teeth done like mine: don't bother, a face like yours wasn't made for smiling. I hear that the rest of the Yasin family went out to get a newspaper. Don't you think two years has been a long time just for a copy of the Mirror?

BANANA

Dear Yob
After reading the letter in the July issue of MEAN MACHINES SEGA from a 'worried mother', Mrs H Kynaston, I felt I had to write to you. This sad, neurotic woman fails to see that she doesn't have to buy or even read the magazine, therefore avoiding your 'foul-mouthed insults'. I would like to say that people like myself do find the yobbed one funny and my house is full of laughter, chuckling, and guffawing when I perceive these excellent pages. So perhaps Mrs Neurosis should have thought before she wrote such a load of rubbish. Please don't take any notice of people whose numbers of brain cells don't even reach double figures.
Matty Whyard, Nottingham.
YOB:My, worried mothers are the source of such amusement. After all, there's so much for them to worry about: kids not drinking bleach, ram-raiding dashes around Tescos, and forgetting discount vouchers. With all those little worries, I'm surprised they have time to read the mag. Oops, I've accidentally engaged sexist mode...

RASPBERRY

Dear Yob
Would you please tell me if my Megadrive game are crap because my friend, who is a prat, says they are rubbish.These are my games: Toejam and Earl 2, Sensi Soccer, World Carmen San Diego, Monaco GP1, Golden Axe, Streets of Rage, Revenge of Shinobi, Mortal Kombat, Alien Storm, Super Thunderblade, and Mario LeMieux Hockey. Tell him that he is talking crap as usual. You are totally ace Yob. You should have your own magazine called MEAN MACHINES SEGA Yob's Style. You would kill all the other magazines. You should have a game made with you as the hero. Sonic would be kidnapped by Nintendo (boo) and Yob will go to his rescue. He would kill enemies by yelling replies to cack letters. The special attack would be a megaphone. Please send me your autograph as I am your biggest fan. Keep up the good work and ask for a pay rise.
Christopher Stewart, Glasgow.
YOB:Why can't you do it yourself, you've got a brain haven't you? Actually, judging by the letter, probably not. Just because your mate says 'so and so' is crap, doesn't mean he's right. Blimey, does that mean if you say his Nintendo's a heap of pigeon pap, he'll write into NMS and slag you off! If your games bother him so much, tell him to sod off, and in the meantime do the same thing yourself. I hear Croatia is nice at this time of year.

▼ *Eternally yours, from Christian Ward of Wolverhampton.*





▲ All of the gang are here in Steven Reynolds' group shot.

VANILLA

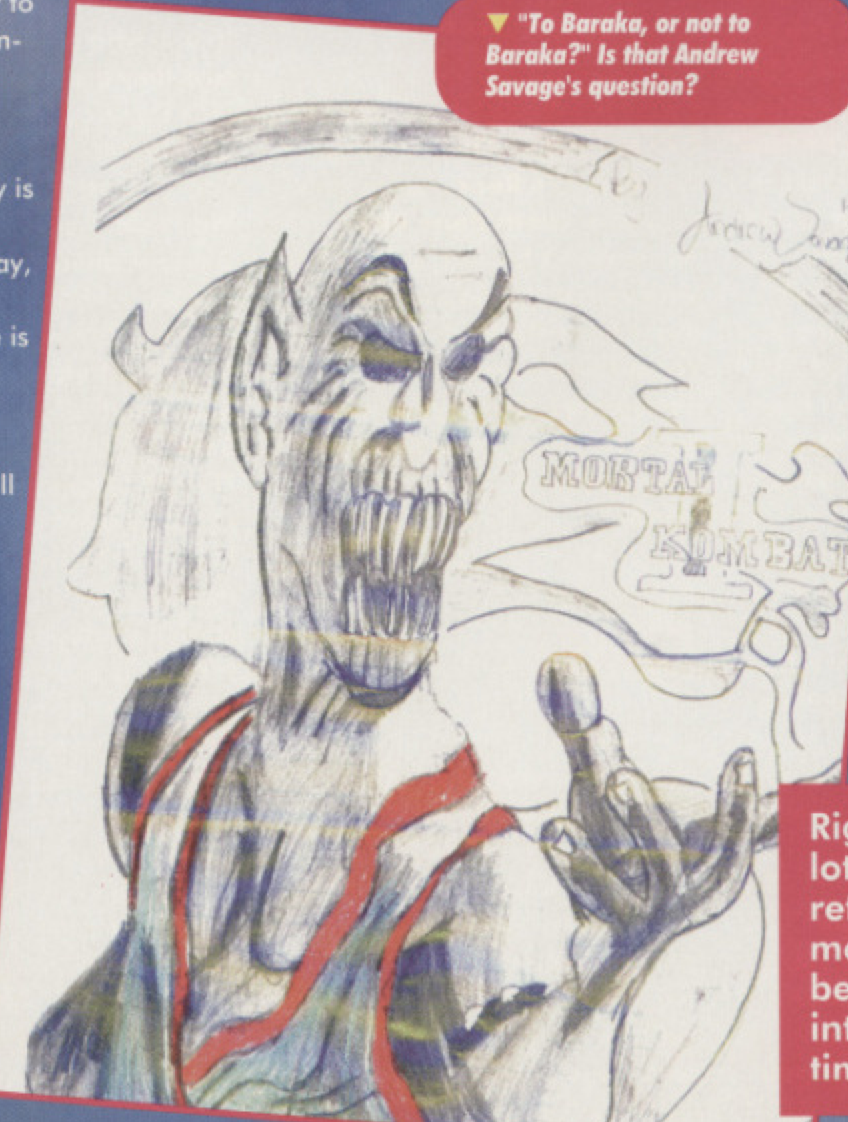
Dear Yob
You make me sick, you pathetic excuse for a smelly, burned, turd stained piece of rectum pubic hair. I can't stand you, you smelly baboon's fart with a bad case of anal halitosis. You smelly, sweaty left testicle that has gone unwashed since the day it dropped. You incompetent, walking, vomit-stained, flea ridden carpet of a hideous failure in life, whose only sin was to have led such a bogus childhood, being laughed at by one and all for being such a sad, shambling, ignoramic mockery. You're a disgrace to mankind, you festering, rancid, ugly, no-style, wit-lacking King of putrid. You cretinous, puerile, half-baked, armpit features, burst appendix face. You brainless, idiotic gimboid. I bet you smell worse than a skunk with terminal flatulence, you stupid git. You incompetent, sadistic letter-answerer whose feeble replies could be bettered by Mr Blobby. Your grasp of the English language is equal to that of a Japanese translator. You elderly piece of hippo cack that has been basking in the sun for too long. What the hell do you get out of insulting poor defenceless ten year-olds? Does it give you some sort of sadomasochistic pleasure? Well, try insulting me you stupid prat. You're the biggest pillock on the planet, you disgraceful abysmally-minded, dog-breathed urinal excretion. How well are you educated? You know it's sometimes alright to be constructive, although we don't have to be nice to you, as you don't have the grey matter to understand compliments. I do agree with one thing though, Margaret Shelly is a pea-brained mule. By the way, did you know that your name is an anagram of May bone? Expect another letter Yob! — I'll be back.
Darren Ellis (The Insultinator), Wrexham.

YOB:Did you know that within the MEAN MACHINES SEGA offices Darren Ellis is slang for 'pointless goit'? If you hate my answers so much, why bother writing? I'm surprised I've managed to insult you. I imagine turning the light on at night is enough to give you a nasty fright and make you fill your trousers. Incidentally, that would explain the smell emanating from Wrexham. That and the pathetic footy team you've got there...

BLACKCURRANT

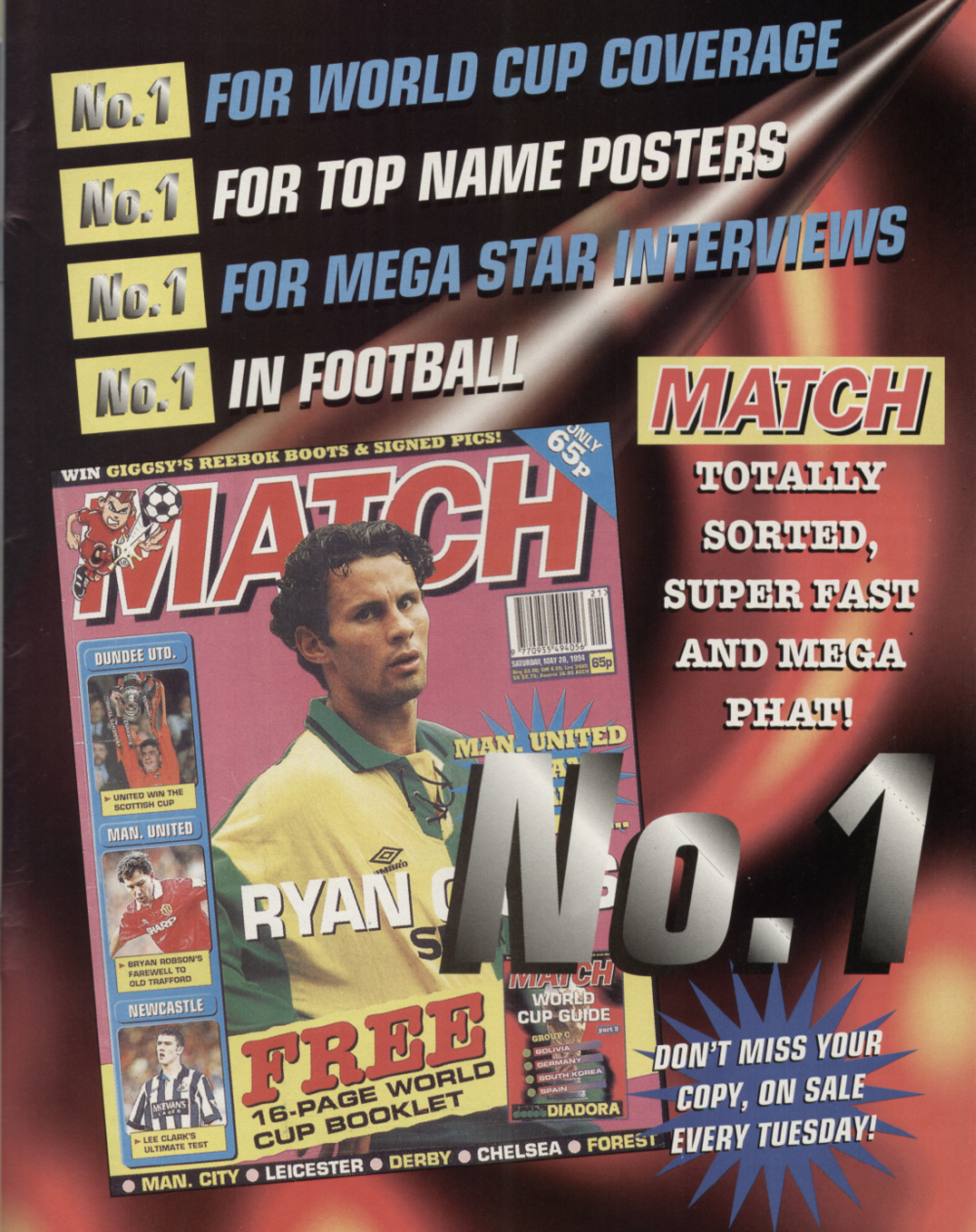
Dear Yob
I gave this letter to my Dad to post in London as he's going there soon to attend a conference. I'm an Australian, I was born here, I live here and like it. I'd like to know a lot more about Britain because I was too young to remember it when I first visited. Do you know that it takes two months for MEAN MACHINES to arrive here? Anyhow I have some questions.
1. How come you are never satisfied with a game's difficulty? You always complain that the game is too easy or too hard. It doesn't matter if a game's too easy, it can still be more fun than a difficult game. As they say a fantastic short journey can be better than a long tedious one!
2. Do you get the absolutely fabulous magazine, Hyper, in England?
3. In your review on Gauntlet 4, Rich said that it was a great team game. Bulldust! Whenever I play with my friends all we do is fight, my friends always nick the potions.
4. Why do the English use the word 'brill'?
5. How much do those cool Kinder Surprise eggs cost?
6. My British friend said that you can get better things than Kinder Surprises called Tombolas, is this true?
Andrew Quay, ACT, Australia.

YOB:This is Q&A territory and should be left to that bozo Merrett, but I'll do what I can seeing as he can barely work out which end of a pen to use. 1. Yeah, but would you pay forty quid to travel a two-mile journey? 2. No, is it a sheep-shearing mag? Or worse? 3. Yes, that's because you're all related to dodgy characters England exported a few centuries back. 4. Because it's better than saying 'ripper' or 'bonzer'. 5. What am I? The Ambassador from the Ferrero Rocher ad? 6. Yes. They're full of old people holding dirty green raffle tickets hoping to win a joint of Pork to see them through the week.



▼ "To Baraka, or not to Baraka?" Is that Andrew Savage's question?

Right, that's yer lot. I dare say I'll return next month, so try to be a bit more interesting next time...



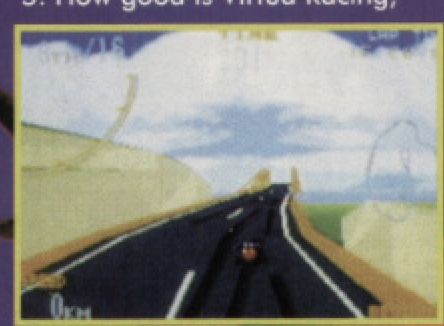
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Many have marvelled at the wonders of modern technology. The Saturn is wowing Sega owners as much as the wave of DAT cassette decks wows the music press. However, in these times of change, one thing has remained constant: Walls' Zoom lolly. What a feat of engineering the Zoom is. Just how do they get the custardy bit to stick to the delicious red ice beneath? Even Steve doesn't know the answer to that one, but when it comes to Sega stuff he's the cat's winnets. Put him to the test by putting your worries on paper and send them to:
SITTING ON THE GRASS AND GETTING CRISS-CROSS MARKS ON YOUR BUM Q&A,
MEAN MACHINES SEGA,
Priory Court,
30-32 Farringdon Lane,
London.
EC1R 3AU

CAKE

Dear Steve
Could you please use your vast amount of knowledge to answer some questions for me.
1. I am going to America and I want to buy some games for my Megadrive. Will I be able to play these games on my British Megadrive without a converter?
2. There is a brilliant football management game on the Amiga called Premier Manager. Do you know of any plans to convert this game or any other version of it to the Megadrive?
3. In your opinion what is the worst football game ever released on the Megadrive?
4. What do you think is the worst motor racing game on the Megadrive?
5. How good is Virtua Racing, and how good does Micro Machines 2 look?
6. How much do Megadrive games actually cost to make?
Henry Beaudette, Barry.



STEVE:1. Older games, probably; more recent releases, no. 2. Imagineer have now shelved plans for Player Manager, so I'm afraid not. 3. Pele. Without a doubt. 4. I remember really detesting Test Drive II. 5. Very good, and extremely promising. 6. It varies, depending on whether the game's licensed, the number being made, etc. The base level is in the region of £50,000 for an original product.

FILLET O

Dear Steve
I'll cut the cack and not say anything like 'your mag's the best' and leave that to the two-bit fools who trouble your trousers. Now down to the point(s).
1. Via the Megadrive 32, will the Mega-CD be able to play CD videos?
2. Do you think 3DO and Jaguar will succeed?
3. Will the Saturn have its own joypads, or use the Megadrive's?
4. Do you read through every letter you receive?
5. When will Monkey Island CD be officially released?
Chris Loveless.

STEVE:1. Not as we understand it. It will, however, feature video-quality FMV — which is must better if you ask us, and will make the Mega-CD's FMV look even worse than it is. 2. The 3DO probably won't, and the Jaguar's lifespan is limited unless the software improves. 3. Its own. 4. Pretty much all, yeah. The really banal ones are best ignored. 5. Virgin have now tied up Lucasarts, so it should appear soon.

◄ ***Virtua Racing, definitely the best racer on the Megadrive.***

MICHAEL

Dear Steve
I am writing to ask if you know where, or how I could get a copy of Beavis and Butthead for the Megadrive on American import. I need an address so I can order a copy. Also, will I need a converter to play the game?
Robert Lee, Hull.

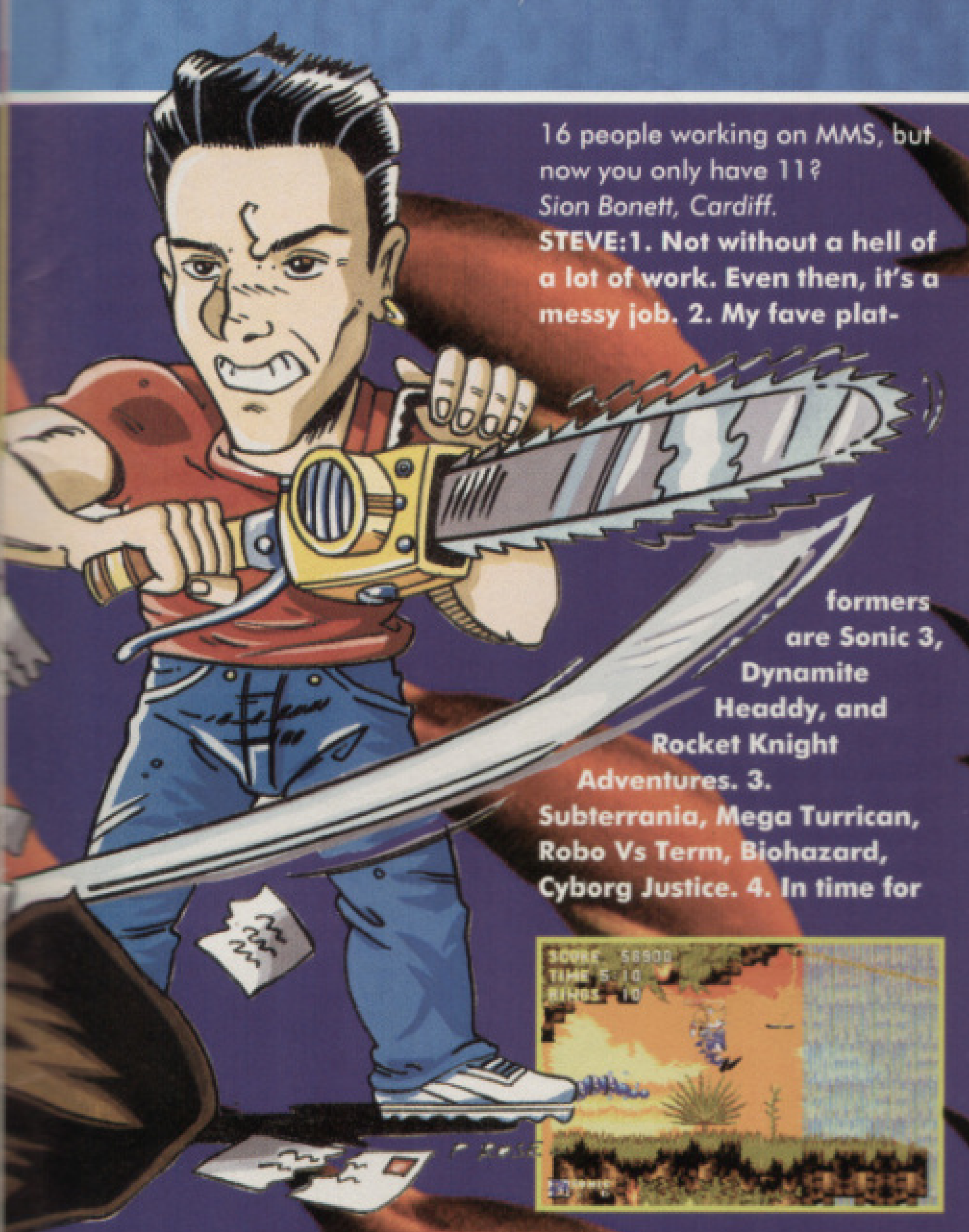


STEVE:It's not out in the US yet. It's out September time, and you'll need a converter.

OUT OF MARILLION

Dear Steve
Please could you answer these five questions for me.
1. Is it worth buying Barkley Shut Up and Jam for the Megadrive if I've already got NBA Jam?
2. Why do Electronic Arts put yellow boxes on their carts?
3. Will there be another Sensi Soccer on the Megadrive?
4. What is the best racing game on the Megadrive, besides Virtua Racing?





James Talbot, Reading, Berks.

STEVE:1. Nope. 2. It's a marketing/ branding thang. 3. There's an International version out about now, but only the teams have changed. 4. Micro Machines.

SLICE

Dear Steve

I am about to upgrade to a Megadrive so can you answer these questions.

1. Will an Amstrad CTM 644 colour monitor work on a Megadrive?
2. What are the best platformers and shoot 'em ups on the Megadrive?
3.Can you list these from best to worst: Biohazard Battle, Subterrania, Atomic Runner, Mega Turrican, Robocop Vs. Terminator, Cyborg Justice.
4. When is Theme Park coming out?
5. Is Sim City looking good?
6. How come you used to have 16 people working on MMS, but now you only have 11?

Sion Bonett, Cardiff.

STEVE:1. Not without a hell of a lot of work. Even then, it's a messy job. 2. My fave platformers are Sonic 3, Dynamite Headdy, and Rocket Knight Adventures. 3. Subterrania, Mega Turrican, Robo Vs Term, Biohazard, Cyborg Justice. 4. In time for Chrimbo. 5. There's nowt to see yet. 6. We don't share staff writers with NMS anymore, that's why!

ODOUR SYNDROME

Dear Steve

I would very much appreciate it if you could answer these few questions.

1. Whatever happened to the isometric game Aspect Warriors by Electronic Arts? I saw it previewed in December and it looked pretty good.
2. When I played Sonic 3 in the two-player mode, I couldn't help but feel a little disappointed. The graphics were great, but it was all over in the blink of an eye. I kept thinking back to Sonic 2's two-player mode and although the graphics took a while to get used to, the gameplay and longevity were much greater. Which two-player mode do you prefer?
3. Will the Megadrive Super Streetfighter 2 have the Turbo Edition features? Namely, the special move energy bars at the bottom of the screen and the new character Akuma.
4. Is the Pirates of Dark Water getting a European release? If so is it any good?

Jason Jarman, Brighton.

STEVE:1. Sadly, EA have scrapped it. A real pity, as it was looking stunning. 2. I'm with you on that one. 3. Yep, the Turbo mode has been hidden away in a special cheat form! 4. Yes, Sunsoft will have it out in time for an October release. See our review for the full story (hello, and welcome to cliche corner...).

FACE

Dear Steve

Please answer my questions 'cuz I love your mag.

1. Is it true that Sega have started work on Streets of Rage 4?



2. Is there any firm information, like screen shots?
3. Is there any news on Eternal Champions 2?

Phil Davies, Shrewsbury, Shropshire.

STEVE:1. Yup, the Japanese division are busy on it now. 2. Not yet. 3. Nope, but an enhanced Mega-CD version with six new characters is on the cards.

SCALES

Dear Steve

Please could you answer my questions.

1. Are EA going to bring out a Premier League Soccer game for the Megadrive?
2. Are there going to be any cricket games on the Megadrive?
3. Is the Super NES version of FIFA better than the Megadrive's?
4. Which version do you prefer?

Chris Moore, Chelmsford, Essex.

:STEVE:1. Nope. 2. Nope. Thank goodness. 3. Slightly, yes. 4. I hate to say it, but I prefer the Super NES version. Mainly because it's more controllable.

FINGERS

Dear Steve

Please put your brain to good use and answer my questions.

1. What is the favourite game in the office at the moment?
2. Which shoot 'em up do you think I should buy out of the following: Subterrania, Gunstar Heroes, Jungle Strike, ore Urban Strike (when it's released)?
3. Are there any plans for the following: Sonic 4, Mutant League PGA, Ecco 2, Sonic Spinball 2, and Gunstar Heroes 2?
4. How highly do you rate Domark's F1?
5. Are either Jimmy White's Whirlwind Snooker or Micro Machines 2 worth getting?

Steven Lawson, Port Seton, Scotland.

STEVE:1. Mortal Kombat 2. 2. Gunstar Heroes. 3. Yes, no (but what a great idea), yes, yes, and yes. 4. Very highly. 5. Both are looking very good.



Actually, thinking about it, I reckon Walls use glue. Yes, that's it: a special custard based glue. See you next month...

a barrage of statistix

This Index is the key to a wealth of information. Firstly, some raw data: MEAN MACHINES SEGA reviewed 112 Megadrive titles and 32 Mega-CD titles between issues 11 and 22. Out of those Megadrive carts, only 25 were import titles; as were 9 of the Mega-CD titles. This belies the idea that there's a huge pile of foreign Megadrive games not being released. As is shown later, the quality of import titles is consistently lower than official releases.

Our next finding is that MEAN MACHINES SEGA devotes around 6.6 pages of coverage a month to Mega-CD games reviews and a whopping 24 pages to Megadrive reviews. However, this is an average of the last year, and the peak issues of last autumn hide the general slowdown in Megadrive releases.

On quality, our findings may give some cause for alarm. Of the 112 reviewed, 19 Megadrive games (17%) scored 90% or above an earned Megagame status. 28 (25%) scored between 80 and 90; 24% scored 70-80 as an overall rating. This means an impressive 66% of games come either fairly or highly recommended. But, look at this as a trend and you see a marked decline in games scoring over 80%, as a percentage of the games reviewed in the issue. Actually, quality peaked in issue 11, with 78% of games reviewed passing the 80% threshold. This highwater mark declines in percentage terms with the big Christmas issue, but the actual amount of games scoring highly stays pretty constant. In 1994, we see the tally recover slightly, then crash away to almost nothing. Quality alert!

It can be partly explained away by companies keeping their best releases for Christmas, but that's a bit rough on Megadrive owners now. It's also a happier story for the Mega-CD. Despite grumbles about software quality, we find a higher percentage of good to excellent games — 80% score over 70%. Over the long term the story is even better, with 6 out of 8 CD games in the last three issues scoring 75% or over.

Mostly the Index is for your own personal convenience. Many of the games listed here will soon be bearing reduced stickers or finding themselves in budget ratings. The Index will help you locate them in back issues, for which there is a phone order number on the Editorial page. Happy hunting!

BACK CATALOGUE.

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James Pond 3: Operation Starfish	14	78-80	89
Jungle Book	21	56-8	75
Landstalker	12	102-5	94
Lethal Enforcers	14	94-6	74
Lost Vikings	15	68-70	84
Lotus II	15	64-6	73
Magic Bubbles	22	78	76
Mallet Legend	19	64-5	79
Marco's Magic Football	20	56-7	64

McDonalds Treasure Island Adventure	14	120-2	81
Mega Turrican	20	52-4	89
Mickey's Ultimate Challenge	20	62-4	72
Mortal Kombat	11	70-3	79
Mutant League Hockey	18	76-7	59
NBA Jam	17	60-2	89
NBA Showdown 94	18	86-7	66
NHL Hockey '94	13	66-8	88
Normy's Beach Babe-o-Rama	18	68-9	53
Ottifants	14	76-8	68
Outrunners	22	64-6	50
Pele Soccer	16	56-7	30
Pete Sampras Tennis	20	58-60	93
Pink Goes to Hollywood	19	76-7	60
PGA European Tour	18	60-62	93
Pirates	15	122-4	83
Populous II	11	64-6	89
Prince of Persia	18	74-5	83
Puggsy	12	78-81	89
Puyo Puyo	13	56-7	90
Ren and Stimpy	17	54-56	7
RBI Baseball '94	20	68-9	88
Robocop 3	15	118-9	52
Robocop Vs Terminator	14	62-5	90
Rocket Knight Adventures	11	82-5	91
Sensible Soccer	14	56-8	85
Shadowrun	20	80-2	83
Shinobi III	11	60-3	89
Skitchin'	18	64-6	78
Slap Fight MD	11	92-4	76
Snake Rattle 'n' Roll	13	46-8	78
Socket	17	84-6	68
Sonic 3	17	44-49	94
Sonic Spinball	14	70-2	81
Spiderman X-Men	13	88-90	78
Star Trek TNG	21	72-4	79
Streets of Rage 3	20	42-5	83
Subterrania	19	60-3	91
Super Baseball 2020	12	92-3	77
T2: Judgement Day	15	120	15
Teenage Mutant Ninja Turtles: Tournament Fighters	14	112-4	79
ToeJam and Earl	15	28-32	91
Ultimate Soccer	11	78-80	79
Virtua Racing	19	48-52	90
Wimbledon	12	72-3	72
Winter Olympics	16	96-8	73
Wiz 'n' Liz	12	64-6	85
World Cup USA	21	60-1	67
WWF Royal Rumble	14	84-6	85
Virtual Pinball	14	116-7	57
Zombies	13	70-3	92

MEGA-CD:

TITLE	SSUE	PAGES	OVERALL
Battlecorps	22	60-3	92
Chuck Rock Son of Chuck	16	92-4	89
Double Switch	17	76-9	89
Dracula Unleashed	18	70-1	87
Dragon's Lair	17	80-3	67
Dune	14	86-8	82
Ecco	11	86-8	96
Ground Zero Texas	17	72-4	84
Joe Montana's NFL Football	15	100-2	74
Jurassic Park	19	66-8	73
Keio Flying Squadron	13	60-2	90
Laughing Salesman	20	72-3	29
Lunar: The Silver Star	17	50-2	86
Mansion of the HiddenSouls	18	54-6	75
Microcosm	16	80-1	60
Monkey Island	16	66-9	90
Mortal Kombat	20	74-5	80
My Paint	22	76-7	53
NFL's Greatest	19	82	5
Night Striker	11	56-7	9
Powermonger	19	54-6	74
Puggsy	15	86-7	90
Rise of the Dragon	20	66-7	89
Sensible Soccer	21	78	90
Sherlock Holmes Vol.2	11	68-9	87
Silpheed	12	48-51	90
Sonic CD	13	76-8	83
Spiderman Vs The Kingpin	14	106-108	87
Third World War	20	70-1	85
Thunder Hawk	13	42-5	84
Tom Cat Alley	21	76-7	75
WWF Rage in the Cage	16	86-8	87

MASTER SYSTEM:

TITLE	ISSUE	PAGES	OVERALL
Aladdin	18	90-2	74
Battlemaniacs	20	78	54
Buggy Run	16	90	55
Cool Spot	14	100	82
Deep Duck Trouble	16	84-5	82
Desert Speed Trap	15	116	77
Desert Strike	14	104-5	92
Dr Robotnic's Mean Bean Machine	19	80	87
Ecco	21	79	92
Flash	12	82-3	84
Jungle Book	14	124-5	88
Masters of Combat	15	76-7	90
Micro Machines	17	96-7	93
PGA Tour Golf	13	86-7	88
Powerstrike II	12	76-7	92
Road Rash	17	64-5	88
Robocop Vs Terminator	15	84-5	89
Sonic Chaos	14	98-9	71
Streets of Rage II	17	92-3	85
Super Off-Road	12	90-1	82
Ultimate Soccer	22	72-3	42

GAME GEAR:

TITLE	ISSUE	PAGES	OVERALL
Battletoads	19	78-9	89
Chuck Rock 2	12	52	84
CJ Elephant Fugitive	18	72	53
Dragon	21	70-1	80
Dropzone	21	62	90
Ecco	13	96	88
Gear Works	17	66	71
Jurassic Park	14	54	35
Micro Machines	13	94-5	94
NBA Jam	18	84-5	76
Ren and Stimpy	19	74-5	65
Sensible Soccer	17	67	90

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EXPERIENCED COMPUTER Programmer required to convert a written sports game onto screen. Must be able to do graphics as well. No time wasters. The game is a horse racing one and includes Jockeys, Trainers and horses names. Possible money spinner. 12 Railton Terrace, Moston, Manchester.

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GOTCHA!

Magazine impressario and wild animal of the games' kingdon, Blaze Paisley, was being held by police last night after making a complete berk of himself. It is not the first time Blaze (actually Marquis Paisley of Strathtosser) has been in trouble with the law. Previous indictments are for having a goatee beard likely to cause a breach of the peace, wearing a bandanna without insurance, and being a knob-end. Crusading Paisley last night claimed his devout followers would buy his mag as a protest at the miscarriage of justice. Blaze Paisley's IQ is 46.

SOCIETY MARRIAGE ON ROCKS

Magazine editor Steve Merrett's marraige to supermodel Elle Macpherson was in tatters last night, when it transpired they are not actually married at all. In fact, their relationship had been one long dream sequence, much like Bobby Ewing's in Dallas, some years ago. "When I found out is was all over, and Elle had never really loved me at all, I was shattered," sobbed Steve, offering one explanation for the pile of tissues by his bed. Elle was unavailable for comment. Steve Merrett is 33. At least.

FUN SPOT

A woman was killed by a large pile of oranges, somewhere in Europe. Isn't that funny!

FUN SPOT

Dina Noble of Northants is marrying Peter Rea of Leeds. So she'll be Dina Rea, which sounds a bit rude! Isn't that funny!

NEWSAGENTS AWAIT RUSH

By A. Tabloid-Hack.

Newsagents across the nation expressed concern over the likelihood of stampedes accompanying the next issue of MEAN MACHINES SEGA, due out on the 30th July. Mrs Augustus Piddleton, spokesman for Pendlebury Newsagents and Confectioners Association said: "There's two million Megadrive owners out there, and only a few hundred thousand mags. Someone is bound to be disappointed". Piddleton expressed concern that the mag was going to be so desirable, with reviews of Tiny Toons Sports and Bubsy II and previews of Jelly Boy and Clay Fighter amongst others. He advised shoppers to wear shin pads and not bring prams or small children, but still expected someone to have a damage done to them.

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